

# DRAGON QUEST

## VIII

*Journey of the Cursed King*



BASED ON A GAME  
RATED BY THE  
**ESRB** **T** **TEEN**

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

**SQUARE ENIX**™









**DRAGON QUEST**  
**VIII**  
*Journey of the Cursed King*

**OFFICIAL STRATEGY GUIDE**

Written By Dan Birlew



# TABLE OF CONTENTS



**4** CHARACTERS



**12** GAME BASICS



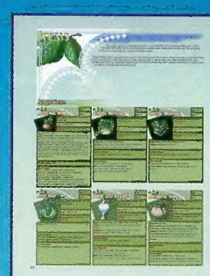
**122** SIDE QUESTS



**127** SPELLS



**138** ABILITIES



**152** ITEMS



**163** ARMAMENTS



**181** WEAPONS



**193** ALCHEMY POT  
RECIPIES



**199** MONSTER  
APPENDIX



**219** INFAMOUS  
MONSTERS



**229** MONSTER ARENA

# ATLAS







# ABOUT THIS GUIDE

Everyone at BradyGames is excited and proud to bring you the *Dragon Quest VIII: Journey of the Cursed King* official strategy guide. This book is different from our other publications. Working closely with the developers of *Dragon Quest* and the staff at Square-Enix, we have created a reference manual for the game designed in part by the game makers themselves. Together, we wanted to guarantee that players could fully enjoy the intense experience of a *Dragon Quest* game, without losing any of the suspense or surprises. Our intent is for the atlas to suggest the path of exploration, revealing a plethora of possibilities among the hills and valleys of this awe-inspiring world. What happens thereafter remains in your capable hands.

An atlas is a bound collection of maps with supplementary illustrations and analyses. Therefore, the brief area descriptions in the "Atlas" chapter are designed to lead you right up to the point where the story begins, allowing you to take it from there. With our help, and by paying close attention to the words of the characters you meet in the game, there should be no point at which you start to feel lost. The walkthrough isn't written in the typical handholding manner you may have come to expect. Don't worry, plenty of information is provided in the correct order to help players find items and figure out whom to speak with to get the proverbial ball rolling in each new location.

The side chapters are full of information regarding items and monsters, but don't overlook the "Game Basics" chapter. It should be noted, though, that some of the reference material (such as certain monsters and items) have not been included to avoid spoiling one of the game's biggest surprises.

Furthermore, in our quest to avoid spoilers, we have left out some information concerning the secrets revealed near the end of the game. Suffice it to say, once you think you've finished *Dragon Quest VIII*, save your game and keep on playing!





# HERO



The Hero is a versatile character who can be developed in many ways. Although he is a strong fighter, he may be used primarily as a healer early on in the game. Angelo will take over this role later, but you should continue to develop the Hero's healing abilities. Since the Hero is your second-most resilient character, he'll often survive attacks that kill Angelo, and may be the only character capable of saving a weakened party. To give him more healing options, spend some skill points on Courage.

In addition to his defensive spells and offensive might, the Hero has a special friend that goes by the name of Munchie. As you find and make various cheeses, put them in the Hero's inventory and feed them to Munchie in combat to unleash powerful spell effects. These effects are primarily useful against groups of enemies.

## STARTING STATS

LV 1

HP 22

MP 0

STRENGTH 8

AGILITY 6

RESILIENCE 6

WISDOM 5

## COURAGE AND SWORD SKILLS

**100 POINTS:** God of the sword + Truly valiant  
**ABILITY = GIGAGASH:** The ultimate sword technique. Utterly destroys a group of enemies.

## SWORD SKILLS

Swords are the most common weapons the Hero will encounter on his travels, so it makes sense to focus on their use. Sword skills are cheap to use (many cost 0 MP) and they are usually quite powerful. However, every sword skill except Gigashash targets only a single enemy. That's no problem when fighting powerful monsters and bosses, but you'll need to rely on spells (or Munchie) and boomerang skills when tackling large groups of enemies on the battlefield.

**4 POINTS:** Basic sword fighting techniques  
**TRAIT:** +5 attack power when equipped with a sword.

**9 POINTS:** Proficient swordsman  
**ABILITY = DRAGON SLASH:** An attack that causes heavy damage to dragons.

**15 POINTS:** Renowned swordsman  
**ABILITY = FLAME SLASH:** Channels the power of a raging fire into the blade of your sword.

**22 POINTS:** Expert swordsman  
**TRAIT:** +10 attack power when equipped with a sword.

**30 POINTS:** Supreme swordsman  
**ABILITY = METAL SLASH:** An attack that can damage enemies with metal bodies.

**40 POINTS:** Ace of the sword  
**TRAIT:** Increased chance of critical hit with swords.

**52 POINTS:** Master of the sword  
**ABILITY = FALCON SLASH:** A double slicing attack, faster than a falcon on the wing.

**66 POINTS:** Star of the sword  
**TRAIT:** +25 attack power when equipped with a sword.

**82 POINTS:** Sword of legend  
**ABILITY = MIRACLE SLASH:** A secret sword technique that heals your own wounds each time you strike a foe.

**100 POINTS:** God of the sword  
**ABILITY = GIGASHASH:** A legendary sword technique for cutting down a group of enemies.

## SPEAR SKILLS

Spears are very powerful weapons, and their skill set offers a lot of versatility. Multithrust and Clean Sweep are great options when battling large groups of foes, and the spear's basic attack power should be sufficient when battling bosses. Unfortunately, spears are quite rare, so you won't have many opportunities to upgrade. For that reason, you may want to split your skill points between spears and another skill set like swords, courage, or fisticuffs.

**3 POINTS:** Basic spear fighting techniques  
**TRAIT:** +5 attack power when equipped with a spear.

**7 POINTS:** Proficient spearman  
**ABILITY = MERCURIAL THRUST:** A lightning-fast thrust.

**12 POINTS:** Expert spearman  
**ABILITY = THUNDER THRUST:** Difficult to perform, but has a high chance of doing critical damage.

**18 POINTS:** Master spearman  
**TRAIT:** +10 attack power when equipped with a spear.

**25 POINTS:** Famed lancer  
**ABILITY = MULTITHRUST:** A flurry of thrusts that can pierce multiple enemies.

**34 POINTS:** Legendary lancer  
**TRAIT:** Increased chance of critical hit with spears.

**45 POINTS:** Star lancer  
**ABILITY = CLEAN SWEEP:** Drives back a group of enemies with a sweep of the spear.

**59 POINTS:** Grand lancer  
**ABILITY = LIGHTNING THRUST:** Lands a critical hit when it connects.

**77 POINTS:** Heavenly lancer  
**TRAIT:** +25 attack power when equipped with a spear.

**100 POINTS:** Almighty Lancer  
**ABILITY = LIGHTNING STORM:** Strikes down all enemies with mighty thunderbolts.







## SPELLS

|                 |                                                                                        |
|-----------------|----------------------------------------------------------------------------------------|
| <b>LEVEL 3</b>  | <b>HEAL:</b> Restores at least 30 HP to a single ally.                                 |
| <b>LEVEL 4</b>  | <b>SQUELCH:</b> Cures a single ally of the effects of poison.                          |
| <b>LEVEL 6</b>  | <b>EVAC:</b> Allows you to exit instantly from dungeons, caves, and towers.            |
| <b>LEVEL 11</b> | <b>SISS:</b> Singes a group of enemies with a blazing fire.                            |
| <b>LEVEL 18</b> | <b>MIDHEAL:</b> Restores at least 75 HP to a single ally.                              |
| <b>LEVEL 20</b> | <b>SISSLE:</b> Burns a group of enemies with a blazing wall of fire.                   |
| <b>LEVEL 27</b> | <b>FULLHEAL:</b> Restores all HP to a single ally.                                     |
| <b>LEVEL 29</b> | <b>ZING:</b> Resurrects a fallen ally with a 50% success rate.                         |
| <b>LEVEL 32</b> | <b>KASIZZLE:</b> Scorchs a group of enemies with the blazing flames of the underworld. |
| <b>LEVEL 65</b> | <b>DRAGON SOUL:</b> Unknown...                                                         |

## BOOMERANG SKILLS

The boomerang is the only weapon in the game that can hit every enemy on the field. It inflicts the most damage to the first monster it hits and less to each subsequent target. Boomerangs are invaluable against large groups of enemies, but they're practically useless against bosses. Since boomerang skills offer little in the way of variety, you may want to keep an alternative weapon in reserve at all times.

**6 POINTS:** Basic boomerang combat techniques  
**ABILITY = CROSSCUTTER THROW:** Traces an X in the air as it ploughs into the enemy.

**12 POINTS:** Baby boomer  
**TRAIT:** +5 attack power when equipped with a boomerang.

**18 POINTS:** Big boomer  
**ABILITY = POWER THROW:** A full-force throw that damages all enemies equally.

**25 POINTS:** Iron boomer  
**TRAIT:** +10 attack power when equipped with a boomerang.

**32 POINTS:** Great boomer  
**ABILITY = FIREBIRD THROW:** Transforms your boomerang into a firebird that incinerates your enemies.

**40 POINTS:** Boomer knight  
**TRAIT:** +15 attack power when equipped with a boomerang.

**52 POINTS:** Boomer lord  
**ABILITY = SUPER THROW:** A fearsome attack that uses all your strength to cause extreme damage to all foes.

**66 POINTS:** Boomer star  
**TRAIT:** +20 attack power when equipped with a boomerang.

**82 POINTS:** Boomeranger  
**ABILITY = STARBURST THROW:** Bathes all enemies in a shower of burning light.

**100 POINTS:** King boomeranger  
**ABILITY = GIGATHROW:** Pulverises a single enemy with the force of a thunderbolt.

## FISTICUFFS SKILLS

With so many tasty weapons available, it's difficult to justify spending skill points on hand-to-hand combat! Nevertheless, the Hero can be quite good at fisticuffs, learning Stones' Throw and Knuckle Sandwich early and eventually working his way up to Boulder Toss and a meaty +50 attack bonus!

**4 POINTS:** Basic unarmed combat techniques  
**TRAIT:** +5 attack power when unarmed.

**11 POINTS:** Brawler  
**ABILITY = DEFENDING CHAMPION:** A defensive ability that greatly reduces the damage inflicted by physical attacks.

**17 POINTS:** Brawny brawler  
**ABILITY = STONES' THROW:** Hurls rocks at a single group of enemies.

**24 POINTS:** Black belt brawler  
**ABILITY = KNUCKLE SANDWICH:** A powerfully focused and damaging bare-fisted strike.

**33 POINTS:** Famous fistfighter  
**TRAIT:** +20 attack power when unarmed.

**42 POINTS:** Fighting mentor  
**ABILITY = THIN AIR:** Generates a powerful vacuum-vortex that slices all enemies to ribbons.

**52 POINTS:** Fighting instructor  
**TRAIT:** Increased chance of critical hit when unarmed.

**70 POINTS:** Fighting master  
**ABILITY = MULTIFISTS:** A vicious four-hit strike on a random enemy.

**82 POINTS:** Fabled fighter  
**ABILITY = BOULDER TOSS:** Showers all enemies with enormous boulders.

**100 POINTS:** Fist of legend  
**TRAIT:** +50 attack power when unarmed.

## STARTING EQUIPMENT

**SOLDIER'S SWORD**  
**PLAIN CLOTHES**  
**BANDANA**

## COURAGE

The courage skill set contains a wide variety of spells and traits that can unlock the Hero's potential as a spell caster. If you invest in this skill set, you'll be rewarded during the last portion of the game with potent offensive and defensive magic, in the form of the Zap spells and Omniheal. Courage is the swordsman's greatest asset. Mastery of both courage and the sword unlocks Gigagash, the Hero's most powerful attack skill!

**8 POINTS:** Gains courage to set forth on his journey  
**SPELL = ZOOM:** Allows you to return instantly to certain places you have visited before.

**16 POINTS:** Brave  
**SPELL = TINGLE:** Cures all party members of the effects of sleep and paralysis.

**28 POINTS:** Intrepid  
**SPELL = HOLY PROTECTION:** Generates a holy aura that causes weaker monsters to avoid your party.

**40 POINTS:** Courageous  
**SPELL = FIZZLE:** Prevents a group of enemies from using magic.

**48 POINTS:** Dauntless  
**SPELL = ZAP:** Calls down lightning on all enemies.

**56 POINTS:** Fearless  
**TRAIT:** Cast spells with 3/4 of the MP usually required.

**70 POINTS:** Bravehearted  
**SPELL = KAMIKAZEE:** Sacrifices your own life to destroy all enemies.

**82 POINTS:** Lionhearted  
**SPELL = OMNIHEAL:** Restores all HP to all party members.

**90 POINTS:** Dragonhearted  
**TRAIT:** Cast spells with 1/2 of the MP usually required.

**100 POINTS:** Truly valiant  
**SPELL = KAZAP:** Calls down powerful thunderbolts on a group of enemies.  
**ABILITY = GIGASLASH:** A legendary sword technique for cutting down a group of enemies.



# YANGUS



Yangus's greatest strength is his incredible fortitude. He has the highest HP, the most resilience, and access to some of the best armour. This makes Yangus an ideal choice for your party's top spot, where he can soak up the most enemy attacks. Devastating spells may often leave only Yangus standing, so make sure he's carrying a variety of recovery items that can help your party recover.

Although Yangus has many strengths, wisdom and agility are not among them. When choosing a skill set, factor in the MP costs of the various skills since Yangus has half the MP of Angelo and the Hero. To compensate for this shortcoming, give Yangus lots of seeds of magic. You may want to avoid giving him seeds of agility, though. Unless you focus on fisticuffs, Yangus will always go last in combat.

## STARTING STATS

|    |    |            |    |
|----|----|------------|----|
| LV | 1  | STRENGTH   | 11 |
| HP | 30 | AGILITY    | 5  |
| MP | 0  | RESILIENCE | 7  |
|    |    | WISDOM     | 2  |

## AXE SKILLS

Helm Splitter is one of the best skills in the game, and it costs a mere six skill points! Even if you opt not to pursue the axe skill set, learn Helm Splitter and switch to an axe for the first few rounds of boss fights. Axe skills are powerful, but they don't offer much versatility until you learn the group-affecting Axes of Evil attack.

**6 POINTS:** Basic axe-fighting techniques  
**ABILITY = HELM SPLITTER:** A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

**12 POINTS:** Junior cleaver  
**TRAIT:** +5 attack power when equipped with an axe.

**19 POINTS:** Iron woodsman  
**ABILITY = HATCHET MAN:** An unpredictable attack that can slay an enemy with a single blow... if it connects.

**26 POINTS:** Axe-fighter  
**TRAIT:** Increased chance of critical hit with axes.

**34 POINTS:** Axemaster  
**TRAIT:** +10 attack power when equipped with an axe.

**42 POINTS:** Ace axer  
**ABILITY = PARALLAX:** A focused strike capable of occasionally paralyzing an enemy.

**54 POINTS:** Axelord  
**ABILITY = AXES OF EVIL:** Generates a vortex from your axe blade that chews into a group of enemies.

**66 POINTS:** Great axeman  
**ABILITY = EXECUTIONER:** A powerful roundhouse strike that fells an opponent in one blow if it hits.

**82 POINTS:** Axe royale  
**TRAIT:** +20 attack power when equipped with an axe.

**100 POINTS:** Almighty axeman  
**ABILITY = TYPHOEUS' MAUL:** An ancient axe technique that works wonders on monsters of the beast family.



## CLUB SKILLS

While the best axe skills are free, all club skills cost a few MP to use. Heart Breaker and Mind Breaker are solid attacks, but you won't earn many gold coins from Penny Pincher or Gold Rush.

**9 POINTS:** Basic club fighting techniques  
**TRAIT:** +5 attack power when equipped with a club or hammer.

**19 POINTS:** Li'l slugger  
**ABILITY = HEART BREAKER:** An attack that occasionally causes the target to miss a turn.

**25 POINTS:** Heavy hitter  
**ABILITY = PENNY PINCHER:** A special technique that steals gold coins from an enemy.

**32 POINTS:** Hammer artist  
**ABILITY = MONSTER MASHER:** A powerful smash that works wonders on monsters of the material family.

**48 POINTS:** Skullsplitter  
**TRAIT:** +10 attack power when equipped with a club or hammer.

**59 POINTS:** Big bludgeoner  
**TRAIT:** Increased chance of critical hit with club or hammer.

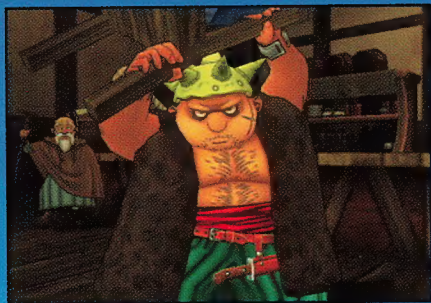
**71 POINTS:** Armour-cracker  
**ABILITY = MIND BREAKER:** A superior club attack that dominates foes and renders them unable to attack.

**82 POINTS:** Big-league brainer  
**TRAIT:** +25 attack power when equipped with a club or hammer.

**93 POINTS:** Consummate clubber  
**ABILITY = GOLD RUSH:** A powerful strike that steals an opponent's gold coins as it inflicts damage.

**100 POINTS:** Lord of destruction  
**ABILITY = DEVIL CRUSHER:** An esoteric club technique effective on demon and material family monsters.





## SCYTHE SKILLS

While the prospect of stealing rare items from foes may excite some, the odds of success with the Steal Sickle abilities are somewhat low. Fortunately, there are other effective scythe skills available. Abilities like Grimmer Reaper and Big Banga, acquired late in the game, are among Yangus's best.

**12 POINTS:** Basic scythe fighting techniques  
**TRAIT:** +5 attack power when equipped with a scythe.

**22 POINTS:** Competent chopper  
**ABILITY = STEAL SICKLE:** Occasionally allows you to steal items from those you slash.

**32 POINTS:** Superb sickler  
**ABILITY = WIND SICKLES:** Sends a whirlwind of sickles pirouetting into the enemy.

**42 POINTS:** Sickle sweetie  
**TRAIT:** +10 attack power when equipped with a scythe.

**50 POINTS:** Junior reaper  
**ABILITY = GRIM REAPER:** A swing of Death's scythe that can instantly kill one or more foes in a group.

**60 POINTS:** Sickle-sonic  
**TRAIT:** Increased chance of critical hit with scythes.

**70 POINTS:** Renowned reaper  
**ABILITY = STAINLESS STEAL SICKLE:** An improved version of the Steal Sickle attack technique.

**80 POINTS:** Demon sickler  
**TRAIT:** +25 attack power when equipped with a scythe.

**90 POINTS:** Reaper lord  
**ABILITY = GRIMMER REAPER:** The aura of Death incarnate annihilates the living and obliterates the undead.

**100 POINTS:** Death's apprentice  
**ABILITY = BIG BANGA:** An enormous explosion that consumes everything in its path.

## STARTING EQUIPMENT

OAKEN CLUB  
BANDIT'S GRASS SKIRT  
LEATHER HAT

## FISTICUFFS SKILLS

Every character has the option of pursuing fisticuffs skills, but they compliment Yangus the best. If you focus on unarmed attacks, Yangus will end up causing less damage than he will with weapons, but will compensate for it with improved agility. Thin Air is one of only a few abilities that hit all enemies for large amounts of damage, and you can get it early in the game. Be forewarned, however, that fisticuffs skills aren't free, and Yangus's lack of MP may become an issue.

**3 POINTS:** Basic unarmed combat techniques  
**TRAIT:** +5 attack power when unarmed.

**7 POINTS:** Streetfighter  
**TRAIT:** +10 agility when unarmed

**12 POINTS:** Village champ  
**ABILITY = KNUCKLE SANDWICH:** A powerfully focused and damaging bare-fisted strike.

**18 POINTS:** Local champ  
**TRAIT:** Increased chance of critical hit when unarmed.

**25 POINTS:** Regional champ  
**TRAIT:** +20 attack power when unarmed.

**33 POINTS:** National contender  
**SPELL = PADFOOT:** A secret technique for disguising your presence so as to avoid monsters.

**42 POINTS:** National champ  
**ABILITY = THIN AIR:** Generates a powerful vacuum-vortex that slices all enemies to ribbons.

**60 POINTS:** Continental champ  
**ABILITY = MULTIFISTS:** A vicious four-hit strike on a random enemy.

**77 POINTS:** World champion  
**TRAIT:** +45 attack power when unarmed.

**100 POINTS:** Super grandmaster  
**ABILITY = BOULDER TOSS:** Showers all enemies with enormous boulders.

## HUMANITY

Among the highlights of the humanity skill set are Nose for Treasure, ideal for those who insist on finding everything, and Kerplunk, which can completely turn things around when all hope seems lost. Underpants Dance and Golden Oldies aren't particularly useful, but they're worth learning just for the comic relief.

**4 POINTS:** Soft-hearted  
**SPELL = WHISTLE:** Summons monsters with a whistle.

**10 POINTS:** Kind-hearted  
**SPELL = HEAL:** Restores at least 30 HP to a single ally.

**16 POINTS:** Busybody  
**SPELL = NOSE FOR TREASURE:** Instantly reports the number of nearby treasures.

**22 POINTS:** Sentimental  
**ABILITY = WARCRY:** A hideous battle cry that paralyzes a group of enemies with fear.

**32 POINTS:** Considerate  
**SPELL = SHARE MAGIC:** Shares some of your MP with an ally.

**42 POINTS:** Confidant  
**SPELL = KABUFF:** Raises the defence of all party members.

**55 POINTS:** Big brother  
**ABILITY = UNDERPANTS DANCE:** Paralyzes all enemies with embarrassment.

**68 POINTS:** Gangleader  
**SPELL = MIDHEAL:** Restores at least 75 HP to a single ally.

**82 POINTS:** Big boss  
**SPELL = KERPLUNK:** Sacrifice your own life to resurrect all other party members.

**100 POINTS:** Beloved boss  
**ABILITY = GOLDEN OLDIES:** A multi-hit battle royale from King Trode and friends.







# JESSICA



Jessica is perhaps your party's most powerful character and the focal point of your offensive line. Not only are her spells devastating, but her melee attacks pack quite a surprising punch as well.

Jessica has access to some excellent abilities, but a lot of her most potent attacking options can be found in her standard spell list. Highlights include the field-clearing Bang series of spells, and Oomph, which can turn anyone into a monster-smashing machine. For all her might, keeping Jessica alive is a full-time job due to her low HP. Whenever you acquire new armour, accessories, or seeds of defence, consider giving them to Jessica.



## KNIFE SKILLS

When you put 30 skill points into the knives skill set, Jessica gains the ability to equip swords. While they lack versatility, swords are her most powerful weapon choice.

**4 POINTS:** Basic knife fighting techniques  
**TRAIT:** +5 attack power when equipped with a knife.

**9 POINTS:** Knife fighter  
**ABILITY = TOXIC DAGGER:** A knife-fighting technique that envenomates a single enemy.

**15 POINTS:** Master blader  
**TRAIT:** +10 attack power when equipped with a knife.

**22 POINTS:** Serious slicer  
**ABILITY = ASSASSIN'S STAB:** A fearsome technique that fells an opponent instantly by attacking their vital parts.

**30 POINTS:** Edgemaster  
**TRAIT:** Can now use swords as well as knives.

**40 POINTS:** Swordfighter  
**TRAIT:** Increased chance of critical hit with knife or sword.

**52 POINTS:** Famous fencer  
**TRAIT:** +20 attack power when equipped with a knife or sword.

**66 POINTS:** Blade ballerina  
**ABILITY = TOXIC SWORD:** A sword-fighting technique which envenomates an enemy with each strike.

**82 POINTS:** Sword princess  
**TRAIT:** +30 attack power when equipped with a knife or sword.

**100 POINTS:** Sword Valkyrie  
**ABILITY = SUDDEN DEATH:** A fatal flash that strikes down an enemy like a bolt out of the blue.

## WHIP SKILLS

Whips hit every enemy in a group and cause a decent amount of damage, making them useful against large groups of foes. The whip is also very effective against bosses. The key is the Twin Dragon Lash, which causes more damage for its cost (a mere 3 MP) than any straight attack spell can inflict.

**5 POINTS:** Basic whip fighting techniques  
**TRAIT:** +5 attack power when equipped with a whip.

**10 POINTS:** Whippersnapper  
**ABILITY = WHIPLASH:** A paralyzing crack of the whip.

**16 POINTS:** Ready whipper  
**TRAIT:** +10 attack power when equipped with a whip.

**23 POINTS:** Whipping artist  
**ABILITY = TWIN DRAGON LASH:** A double-strike that lashes a random group of enemies.

**32 POINTS:** Whipper ripper  
**ABILITY = LADY'S THONG:** A secret whip technique that steals HP as it damages an enemy.

**43 POINTS:** Lusty lasher  
**TRAIT:** +15 attack power when equipped with a whip.

**55 POINTS:** Whip fairy  
**ABILITY = LASHINGS OF LOVE:** Harness your inner passion to paralyse enemies.

**68 POINTS:** Superstar scourger  
**TRAIT:** +25 attack power when equipped with a whip.

**82 POINTS:** Whipping angel  
**ABILITY = QUEEN'S THONG:** A fearsome attack that steals the HP of a group of enemies.

**100 POINTS:** Lady of the lash  
**ABILITY = SERPENT'S BITE:** A technique that transforms your whip into a snake that attacks a group of enemies.



## STARTING STATS

LV 9

HP 41

MP 22

STRENGTH 11

AGILITY 26

RESILIENCE 9

WISDOM 25



## SPELLS

- START** **FRIZZ:** Singes a single enemy with a small fireball.  
**START** **SAP:** Reduces the defence of a single enemy.  
**LEVEL 10** **CRACK:** Pierces a single enemy with razor-sharp icicles.  
**LEVEL 11** **SIZZ:** Singes a group of enemies with a blazing fire.  
**LEVEL 11** **EVAC:** Allows you to exit instantly from dungeons, caves, and towers.  
**LEVEL 12** **SNOOZE:** Puts a group of enemies to sleep.  
**LEVEL 14** **BANG:** Damages all enemies with a small explosion.  
**LEVEL 16** **CRACKLE:** Rips into a group of enemies with sharp icicles.  
**LEVEL 19** **OOMPH:** Increases the attack of a single party member.  
**LEVEL 20** **SIZZLE:** Burns a group of enemies with a blazing wall of fire.  
**LEVEL 21** **FRIZZLE:** Burns a single enemy with a large fireball.  
**LEVEL 23** **BOOM:** Engulfs all enemies in a large explosion.  
**LEVEL 25** **INSULATLE:** Forms a barrier that protects all party members from fire- or ice-based attacks.  
**LEVEL 33** **KABOOM:** Blasts all enemies with an incredibly violent explosion.  
**LEVEL 35** **KAFRIZZLE:** Incinerates a single enemy with an enormous fireball.

## STAFF SKILLS

Use the staff skill set to teach Jessica spells like Kasap, Magic Barrier and Kazing. Your investment will be rewarded with traits that ensure she has the MP to use them. Once Jessica becomes a junior sorceress, you can literally cast spells on almost every turn without running out of MP!

**3 POINTS:** Basic magical staff techniques  
**SPELL = ACCELERATLE:** Raises the agility of all party members.

**7 POINTS:** Junior staffer  
**SPELL = KASAP:** Reduces the defence of a group of enemies.

**13 POINTS:** Staff analyst  
**TRAIT:** +20 max MP when equipped with a staff.

**21 POINTS:** Magic staffer  
**SPELL = BOUNCE:** Forms a protective barrier that reflects the enemy's and party's spells alike.

**31 POINTS:** Chief of staff  
**SPELL = MAGIC BARRIER:** Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

**44 POINTS:** Junior magician  
**TRAIT:** +50 max MP when equipped with a staff.

**57 POINTS:** Staff magician  
**ABILITY = CADUCEUS:** A blessing from the heavens that restores a single party member's HP.

**70 POINTS:** Junior sorceress  
**TRAIT:** Recovers MP every turn when equipped with a staff.

**84 POINTS:** Staff sorceress  
**TRAIT:** +100 max MP when equipped with a staff.

**100 POINTS:** Queen sorceress  
**SPELL = KAZING:** Resurrects a fallen ally.

## FISTICUFFS SKILLS

Fisticuffs offers another option for players who choose to focus on Jessica's spells. Invest a mere 52 skill points in Fisticuffs and Jessica can obtain an invaluable defensive boost.

**5 POINTS:** Basic unarmed combat techniques  
**TRAIT:** +5 attack power when unarmed.

**13 POINTS:** Femme fighter  
**TRAIT:** +10 agility when unarmed.

**19 POINTS:** Gladiatrix  
**ABILITY = STONES' THROW:** Hurls rocks at a single group of enemies.

**28 POINTS:** Semifinalist  
**TRAIT:** Increased chance of critical hit while unarmed.

**35 POINTS:** Finalist  
**TRAIT:** +20 attack power when unarmed.

**45 POINTS:** Colosseum champ  
**ABILITY = HARVEST MOON:** Pummel all enemies with a chain of cartwheels and backflips.

**52 POINTS:** Fightin' fairy  
**TRAIT:** Increased chance of dodging enemy attacks.

**68 POINTS:** Punching princess  
**ABILITY = THIN AIR:** Generates a powerful vacuum-vortex that slices all enemies to ribbons.

**85 POINTS:** Battle Queen  
**TRAIT:** +35 attack power when unarmed.

**100 POINTS:** Queen of the Grapplers  
**SPELL = MAGIC BURST:** Unleashes all remaining magic power in a fearsome explosion.

## STARTING EQUIPMENT

LEATHER WHIP  
 WAYFARER'S CLOTHES  
 HAIRBAND

## SEX APPEAL

From a purely practical standpoint, the sex appeal abilities don't do much for Jessica since she already has powerful spells and plenty of MP to use them. However, you can spend 18 skill points to learn the monster-charming trait. This causes lustful enemies to randomly skip their turns in battle without any further effort on your part!

**8 POINTS:** Jessica realises just how sexy she can be  
**ABILITY = BLOW KISS:** A special kiss that can temporarily prevent enemies from attacking.

**18 POINTS:** Others realise just how sexy Jessica can be  
**TRAIT:** Has a 1/16 chance to charm monsters.

**26 POINTS:** Head-turner  
**SPELL = FUDDLE:** Sends a group of enemies into confusion.

**38 POINTS:** Charming lady  
**ABILITY = PUFF-PUFF:** Charms and excites an enemy into paralysed submission.

**48 POINTS:** Pretty lady  
**ABILITY = HIP DROP:** Pelvic punishment! Curvaceous hips equal big damage.

**54 POINTS:** Lovely lady  
**ABILITY = SEXY BEAM:** Focus the power of passion into a beam that sows destruction and confusion.

**68 POINTS:** Sexy lady  
**SPELL = KASNOOZE:** Puts a group of enemies into a deep sleep.

**78 POINTS:** Gorgeous lady  
**TRAIT:** Chances of charming monsters increases to 1/8.

**88 POINTS:** Sultry lady  
**ABILITY = PINK TYPHOON:** A sudden typhoon that rips a group of enemies into ribbons.

**100 POINTS:** Sexy dynamite  
**ABILITY = HUSTLE DANCE:** Restores at least 70 HP to all party members



Jessica's tension increases by 100!!!



# ANGELO

Early in the game, Angelo is a jack-of-all-trades with decent combat abilities and a wide variety of useful spells (Kabuff and Thwack are among the highlights). Later in the game, a natural talent for healing will become Angelo's defining trait, as he can learn spells like Multiheal and Kazing.

What Angelo does when he isn't healing is up to you. You can pursue staves to focus on spell casting, swords to become a force in melee combat, or bows for versatility. Whichever you choose, commit to it early as Angelo receives skill points at a much slower rate than any other character!



## STARTING STATS

|            |    |
|------------|----|
| STRENGTH   | 37 |
| LV         | 12 |
| AGILITY    | 34 |
| HP         | 72 |
| RESILIENCE | 20 |
| MP         | 38 |
| WISDOM     | 39 |

## SWORD SKILLS

Although Angelo can't learn quite as many sword abilities as the Hero, he acquires most of them approximately 10 to 20 skill points sooner. Miracle Slash can be very useful, and Falcon Slash is a steal at 40 skill points. Instead of maxing out at Gigaslash, Angelo learns Lightning Storm when he masters the art of swordsmanship.

**4 POINTS:** Basic sword fighting techniques  
**TRAIT:** +5 attack power when equipped with a sword.

**9 POINTS:** Renowned knight  
**ABILITY = FLAME SLASH:** Channels the power of a raging fire into the blade of your sword.

**15 POINTS:** Gentle knight  
**TRAIT:** +10 attack power when equipped with a sword.

**22 POINTS:** Knight of the lilies  
**ABILITY = METAL SLASH:** An attack that can damage enemies with metal bodies.

**30 POINTS:** Knight of the roses  
**TRAIT:** +20 attack power when equipped with a sword.

**40 POINTS:** Knight of the crest  
**ABILITY = FALCON SLASH:** A double slicing attack, faster than a falcon on the wing.

**52 POINTS:** Knight of the sun  
**TRAIT:** Increased chance of critical hit with swords.

**66 POINTS:** Miraculous knight  
**ABILITY = MIRACLE SLASH:** A secret sword technique that heals your own wounds each time you strike a foe.

**82 POINTS:** Holy knight  
**TRAIT:** +25 attack power when equipped with a sword.

**100 POINTS:** Royal knight  
**ABILITY = LIGHTNING STORM:** Strikes down all enemies with mighty thunderbolts.

## BOW SKILLS

The highlights of the bow skill set are Cherub's Arrow and Seraph's Arrow, abilities that restore some of Angelo's MP. Since his healing duties require a lot of MP, repeated use of these abilities will ensure that Angelo retains a healthy stash for when the going gets tough.

**6 POINTS:** Basic archery techniques  
**ABILITY = SANDMAN'S ARROW:** A magical arrow capable of putting a single enemy to sleep.

**18 POINTS:** Archer  
**ABILITY = CHERUB'S ARROW:** A secret bow technique that regenerates your own MP.

**25 POINTS:** Arrow sniper  
**ABILITY = NEEDLE SHOT:** Capable of felling an enemy instantaneously if a vital area is hit.

**32 POINTS:** Arrow soldier  
**TRAIT:** +10 attack power when equipped with a bow.

**44 POINTS:** Arrow knight  
**ABILITY = MULTISHOT:** A hail of blows directed randomly against one or more enemies.

**59 POINTS:** Arrow artist  
**TRAIT:** Increased chance of critical hit with bows.

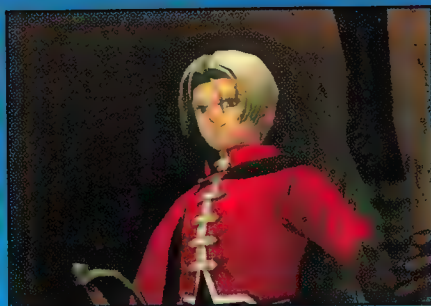
**66 POINTS:** Wonder archer  
**ABILITY = SERAPH'S ARROW:** A secret technique that recovers even more MP than Cherub's Arrow.

**76 POINTS:** Miracle archer  
**TRAIT:** +25 attack power when equipped with a bow.

**88 POINTS:** Saint archer  
**ABILITY = SHINING SHOT:** An arrow attack that bathes all enemies in a destructive magical light.

**100 POINTS:** Arrow emperor  
**ABILITY = NEEDLE RAIN:** A rain of arrows that can occasionally obliterate all enemies in a single salvo.





## SPELLS

- START** **HEAL:** Restores at least 30 HP to a single ally.  
**START** **BUFF:** Raises the defence of a single party member.  
**START** **WOOSH:** Slices through a group of enemies with a small whirlwind.  
**START** **ZOOM:** Allows you to return instantly to certain places you have visited before.  
**LEVEL 13** **TINGLE:** Cures all party members of the effects of sleep and paralysis.  
**LEVEL 14** **KABUFF:** Raises the defence of all party members.  
**LEVEL 15** **MIDHEAL:** Restores at least 75 HP to a single ally.  
**LEVEL 17** **WHACK:** A cursed incantation that sends an enemy to the hereafter.  
**LEVEL 18** **SWOOSH:** Slices through a group of enemies with a powerful whirlwind.  
**LEVEL 19** **ZING:** Resurrects a fallen ally with a 50% success rate.  
**LEVEL 22** **THWACK:** A cursed incantation that sends a group of enemies to the hereafter.  
**LEVEL 24** **FULLHEAL:** Restores all HP to a single ally.  
**LEVEL 30** **MULTIHEAL:** Restores at least 100 HP to all party members.  
**LEVEL 32** **KASWOOSH:** Slices through a group of enemies with a ferociously destructive whirlwind.  
**LEVEL 34** **KAZING:** Resurrects a fallen ally.

## STAFF SKILLS

The investment in staff skills will pay off when you learn *Kathwack* and *Oomph*, which are both fantastic spells. If you stick with it until the end, Angelo will have an abundance of MP for every fight.

**3 POINTS:** Basic magical staff techniques  
**SPELL = DAZZLE:** Envelops a group of enemies in illusions

**6 POINTS:** Warlock  
**SPELL = FIZZLE:** Prevents a group of enemies from using magic.

**9 POINTS:** High warlock  
**SPELL = BOUNCE:** Forms a protective barrier that reflects the enemy's and party's spells alike.

**12 POINTS:** Conjurer  
**SPELL = DRAIN MAGIC:** Steals MP from a single enemy.

**28 POINTS:** High conjurer  
**TRAIT:** +20 max MP when equipped with a staff.

**48 POINTS:** Wizard  
**ABILITY = CADUCEUS:** A blessing from the heavens that restores a single party member's HP.

**56 POINTS:** High wizard  
**SPELL = KATHWACK:** A cursed incantation that sends all enemies to the hereafter.

**65 POINTS:** Arch wizard  
**SPELL = OOMPH:** Increases the attack of a single party member.

**80 POINTS:** Holy wizard  
**TRAIT:** +50 max MP when equipped with a staff.

**100 POINTS:** Majestic wizard  
**TRAIT:** Recovers MP every turn when equipped with a staff.

## FISTICUFFS SKILLS

You must spend 35 skill points before Angelo learns his first fisticuffs ability. However, the traits he'll learn in the meantime make up for it, especially the agility boost and the increased chance of dodging enemy attacks. If you can master fisticuffs, you'll be rewarded with the Angelo-exclusive *Miracle Moon* ability, a powerful attack that restores Angelo's HP.

**7 POINTS:** Basic unarmed combat techniques  
**TRAIT:** +7 attack power when unarmed.

**14 POINTS:** Monk  
**TRAIT:** +10 agility when unarmed.

**21 POINTS:** Warrior monk  
**TRAIT:** Increased chance of dodging enemy attacks.

**28 POINTS:** Master monk  
**TRAIT:** +15 attack power when unarmed.

**35 POINTS:** Paladin  
**ABILITY = KNUCKLE SANDWICH:** A powerfully focused and damaging bare-fisted strike.

**42 POINTS:** Great paladin  
**ABILITY = HARVEST MOON:** Pummel all enemies with a chain of cartwheels and backflips.

**54 POINTS:** Saintry paladin  
**TRAIT:** Increased chance of critical hit when unarmed.

**68 POINTS:** Guardian  
**ABILITY = DEFENDING CHAMPION:** A defensive ability that greatly reduces the damage inflicted by physical attacks.

**82 POINTS:** Holy guardian  
**TRAIT:** +40 attack power when unarmed.

**100 POINTS:** Royal guardian  
**ABILITY = MIRACLE MOON:** A miraculous technique that pummels all enemies while regenerating your own HP.

## STARTING EQUIPMENT

**RAPIER**  
**TEMPLAR'S UNIFORM**  
**TEMPLAR'S RING**

## CHARISMA

Most of the early abilities in the charisma skill set are narrow in application, but *Fuddle* and *Divine Intervention* certainly have their uses. The final two abilities are powerful attacks that are as good as anything from Angelo's weapon skill sets; *Charming Look* scorches all foes while *Pearly Gates* deals massive damage to a group.

**3 POINTS:** Ladykiller  
**SPELL = SQUELCH:** Cures a single ally of the effects of poison.

**7 POINTS:** Dreamboat  
**SPELL = FUDDLE:** Sends a group of enemies into confusion.

**13 POINTS:** Playboy knight  
**ABILITY = SARCASTIC SNIGGER:** Reduces a single enemy's tension by one level.

**19 POINTS:** Hot knight  
**ABILITY = ANGEL EYES:** A powerful glance capable of paralyzing a single enemy.

**27 POINTS:** Idol knight  
**SPELL = DIVINE INTERVENTION:** Reduces a group of enemies' resistance to magical attacks.

**39 POINTS:** Charismatic knight  
**SPELL = BAN DANCE:** Stops one group of enemies from dancing for several turns.

**52 POINTS:** Romantic knight  
**ABILITY = CHILLING CHUCKLE:** Reduces the tension of an entire group of enemies by a degree.

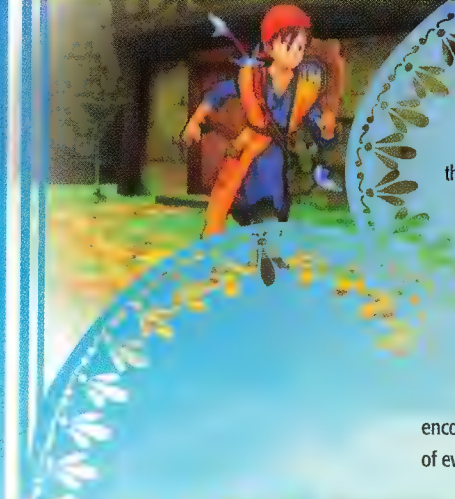
**66 POINTS:** Crystal knight  
**SPELL = KAFUDDLE:** Confuses all enemies.

**81 POINTS:** Knight of knights  
**ABILITY = CHARMING LOOK:** A glance so powerfully captivating that it burns all enemies in its path.

**100 POINTS:** Knight of legend  
**SPELL = PEARLY GATES:** Opens heaven's door to baptize a group of foes with sacred light.



# GAME BASICS



*Dragon Quest VIII: Journey of the Cursed King* is a role-playing game (RPG) that takes place in a world dominated by monsters and magic. The objective is to lead a group of characters, known as "the party," on a quest to overcome the great evil that threatens the land. Achieve this objective by exploring the world, including all of the towns, castles, dungeons, and wilderness areas. Speak to the townspeople, merchants, clergymen, politicians, and kings who populate the cities and villages to learn about the world, and to garner clues as to where the party needs to travel next and what challenges lie ahead.

All that stands between the party and their peaceful goal is an infinite number of monsters and beasts. In order to survive encounters with these ravaging hordes, the party must be equipped with the best weapons, armour, and accessories available. You can acquire useful items and armour by searching every location thoroughly, defeating terrible foes, or purchasing the goods from a merchant.

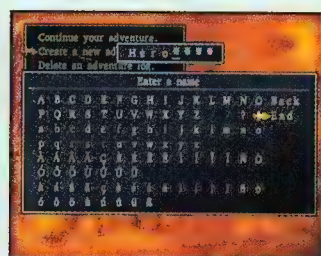
Each victory makes the characters stronger, and soon they will learn powerful new skills. If the party can survive encounter after encounter and explore their surroundings, they just might save the world from domination by the forces of evil. Against such overwhelming odds, that would be quite an accomplishment!

## STARTING A GAME

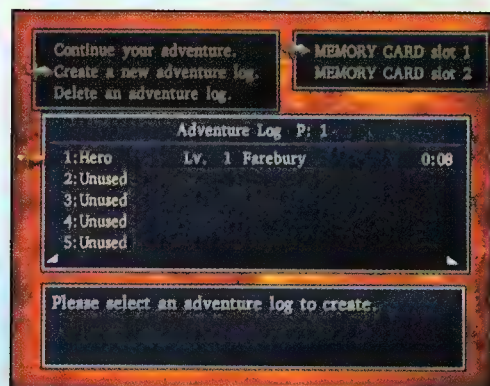


After inserting the *Dragon Quest VIII* disc into the PlayStation 2 console, wait for the opening demo to finish and then choose one of the starting options. If you've never played before, select "Create a new adventure log." Make sure that a memory card is plugged into one of the two slots on the PlayStation 2 console before starting.

Enter a name for the adventure log file to be created. This name will also be the name of the main character, referred to as the Hero throughout this guide. You can choose any name you like, as long as it's not the sort that will interfere with the gameplay.



When you've entered a name for the Hero, choose "End." Select a memory card slot in which to save your game file. You can put up to 30 saves on a memory card. Choose an empty file and press the button to complete the adventure log creation sequence.



Once you've created an adventure log, you can continue where you left off by choosing the "Continue your adventure" option from the start menu. Select a memory card inserted into MEMORY CARD slot 1 or slot 2, then choose the file that contains the game you would like to load up. Usually, the cursor automatically points to the most recent saved game.

## SAVING A GAME

Any time you want to stop playing, return to the nearest church and speak to the priest or nun standing at the altar. Priests offer many services, some of which require monetary donations. To record your progress to a memory card inserted into the PlayStation 2 console, choose the "Confession (Save)" option. Then select a memory card slot and a file location in which to save. If you choose a file location that already contains save data, the priest or nun then asks if you want to overwrite the data. Select "Yes" or "No" to indicate your preference, or select a blank file to create a new adventure log.



### CREATE A LOG LIBRARY

If you create new adventure logs every time you save, you can go back to previous saves and replay events. This is useful if you find out that you missed a valuable item or failed to explore an area as well as you should have. However, creating new adventure logs requires additional space on the memory card, and you might need more than one memory card to create enough adventure logs.

### CONFERRING WITH PARTY MEMBERS

The other party members provide hints and clues on where to go and what to do next. If you can't figure out the game's next objective, or just need a reminder of your progress after a long respite, just press the Start button for a subtle clue.





## CHARACTER CONTROLS

|                        |                                                                                                                  |
|------------------------|------------------------------------------------------------------------------------------------------------------|
| Directional buttons    | Walk                                                                                                             |
| Left Analog Stick      | Move (Speed depends on distance stick is moved), next message                                                    |
| Right Analog Stick     | Camera Angle                                                                                                     |
| R1                     | Rotate camera and character right                                                                                |
| L1                     | Rotate camera and character left                                                                                 |
| R2                     | Switch to character's point of view (First Person View)                                                          |
| L2                     | Set camera angle behind character's back                                                                         |
| LB (Press Left Stick)  | Search, open door or chest, speak with person (same function as X)                                               |
| RB (Press Right Stick) | Switch to character's point of view (First Person View)                                                          |
| X                      | Search, open door or chest, speak with person, next message, climb, pick up and throw pots and barrels           |
| O                      | Open Main Menu, open door or chest depending on where character is standing, investigate well, read signs, climb |
| △                      | Skip messages, cancel out of options screen, disembark ship, dismount sabrecat, land godbird                     |
| □                      | View Map                                                                                                         |
| ▶                      | Speak to party members                                                                                           |
| SELECT                 | Open Battle Records Menu                                                                                         |

## MENU CONTROLS

|                       |                                                                |
|-----------------------|----------------------------------------------------------------|
| Directional buttons   | Move cursor                                                    |
| Left Analog Stick     | Move cursor                                                    |
| R1                    | Next page                                                      |
| L1                    | Previous page                                                  |
| L2                    | Cancel, return to previous menu                                |
| LB (Press Left Stick) | Select menu option                                             |
| X                     | Select menu option                                             |
| O                     | Select menu option                                             |
| △                     | Cancel, return to previous menu                                |
| □                     | Exit Menu, Exit from Battle Records to Main Menu if applicable |
| SELECT                | Cancel, return to previous menu                                |

## BATTLE CONTROLS

|                       |                                                                |
|-----------------------|----------------------------------------------------------------|
| Directional buttons   | Move cursor                                                    |
| Left Analog Stick     | Move cursor                                                    |
| LB                    | Select menu option                                             |
| L2                    | Cancel, return to previous menu                                |
| LB (Press Left Stick) | Select menu option                                             |
| X                     | Select menu option                                             |
| O                     | Select menu option                                             |
| △                     | Cancel, return to previous menu                                |
| □                     | Exit Menu, Exit from Battle Records to Main Menu if applicable |
| SELECT                | Cancel, return to previous menu                                |

## FIRST-PERSON VIEW CONTROLS

|                        |                                    |
|------------------------|------------------------------------|
| Left Analog Stick      | Move camera                        |
| Right Analog Stick     | Move camera                        |
| LB                     | Return to normal third-person view |
| LB (Press Right Stick) | Return to normal third-person view |
| X                      | Return to normal third-person view |
| O                      | Return to normal third-person view |
| △                      | Return to normal third-person view |

## MAP SCREEN CONTROLS

|                              |                                                                                                |
|------------------------------|------------------------------------------------------------------------------------------------|
| LB                           | World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off. |
| LB (Press Left Analog Stick) | World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off. |
| X                            | World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off. |
| O                            | World Map: Toggles between Zoom Out, Zoom In, Hide Cursor. Town Map: Toggles icons on and off. |
| L2                           | Close Map                                                                                      |
| △                            | Close Map                                                                                      |
| □                            | Open Map/Close Map                                                                             |
| SELECT                       | Close Map                                                                                      |

## PLAY WITH ONE HAND!

Notice that the controller is mapped in such a way that the player can interact with the game solely using his or her left hand on the controller! Use the Left Analog Stick to move, and press it (L3) to interact with the environment, open doors, open chests, and so on. Press L1 to rotate and press L2 to center the camera behind the character. This allows you to play the game with one hand and hold this strategy guide with the other!

## MAIN MENU



After the opening scenes, press the O button to open the main menu. The main menu is divided into four pages indicated by the four menu tabs on the top (Items, Magic, Attributes, and Misc.), and you switch pages by pressing the R1 or L1 buttons or left or right on the directional button. Enter the chosen page by pressing the O or X button. Open the main menu whenever you want to perform one of the following actions:

- ➔ View each character's inventory and items in the Bag.
- ➔ Change the characters' equipment.
- ➔ Use healing items or cast healing spells between battles.
- ➔ Use important items that summon sabrecats or transform the party into the flying Godbird (when available).
- ➔ Read important notes and recipes.
- ➔ View the status and attributes, including magic, spells and abilities, of each party member.
- ➔ Change a character's battle tactics.
- ➔ Change the party lineup.
- ➔ Change screen, sound, and camera settings.
- ➔ Open the Battle Records menu.
- ➔ Open the alchemy pot menu (when available).
- ➔ Open the Monster Team menu (when available).

## ITEMS PAGE

The first page of the main menu is the Items page, displaying all of the items held by each character and extra items contained in the Bag. The party's total amount of gold coins is shown in the lower-right corner of this screen.

Press the O or X button while viewing the Items page to move the cursor to the first character in the party's lineup. Then move the cursor to the character whose items you want to view, or to the Bag.





## CHARACTER ITEMS

To interact with the items in a character's possession, move the cursor and select that character. Then move the cursor to the desired item and press the  $\otimes$  button to bring up the popup item option. The help window at the bottom of the item screen displays the description of selected items. Each character can carry up to 12 items. *The items in a character's inventory are the only items that can be accessed in battle.*



## BAG OPTIONS



**View Bag's Contents:** Enter the Bag and interact with the items inside. While viewing items in the Bag, press R1 to scroll to the next page of items in the Bag, and press L1 to view the previous page of items.

**Organise Items:** Allows you to instantly dump all unequipped items that one or all characters are carrying. For instance, if the Hero's item slots are full but he's only equipped with

five items, use this option to move the unequipped extras to the Bag without having to transfer them one by one. Items that can be used for combat (such as cheeses and certain weapons that can be used as items) will not be moved to the Bag.

**Sort Bag's Contents:** Rearranges the items in the Bag based on type or alphabetical order. When you sort by type, items are arranged in the following order: Items, Important Items, Weapons, Armour, Shields, Helms, and Accessories.

## POPUP ITEM OPTIONS

Move the cursor to any item in a character's inventory, or in the Bag, and press  $\odot$  or  $\otimes$  to bring up the popup item options.



**Use:** The highlighted character uses the item, either on himself or another party member, if applicable. If the item is a restorative herb or medicine, the character's status ailment is cured or they regain HP/MP. If the selected item is a tool, its function is enabled.

**Transfer:** The item becomes attached to the cursor, and you can then transfer it to the inventory of another character or to the Bag. To transfer an item to another character, he or she must have an open slot in their inventory.

**Equip/Remove:** If the item is a piece of equipment such as a weapon, garment or accessory, use this option to equip or remove the item and receive any status benefits/impediments the item provides. The attribute affected by a piece of equipment is displayed below the character's item slots. A decrease in the attribute is displayed in red numbers, and an increase is marked in green.

**Discard:** The selected item is removed from the character's inventory or from the Bag. Discarded items are lost permanently.

**Nothing:** Cancels action and closes the popup item option.

## MAGIC PAGE

Certain spells can be used in battle, but some can only be used outside of battle in the field. The second page of the menu screen allows you to cast spells that can be used in the field. These include healing or status ailment-curing spells, protective spells, and teleport spells that allow the party to escape from a dungeon or return to a previously visited town. Open this menu screen and use the characters' spells to prepare for upcoming battles.



## ATTRIBUTES PAGE

The Attributes page of the menu screen allows you to view all of the statistics regarding a character's combat skills and abilities. Highlight a character with the cursor, and press  $\odot$  or  $\otimes$  to access their attribute pages on the right of the screen. Move the directional button or the left analog stick to the right or left to scroll through the pages. The pages are displayed in the following order: Equipment and Attributes, Field Magic, Battle Spells, Battle Abilities, and Traits.

When the Field Magic, Battle Spells, and Battle Abilities pages are displayed, press  $\odot$  or  $\otimes$  to make the cursor appear. Use the cursor to highlight spells and skills, and read their descriptions at the bottom of the screen. It's a good idea to know the function of a spell or ability *before* attempting to use it in battle!



## MISCELLANEOUS PAGE



The fourth page of the main menu allows you to perform a variety of actions.

**Heal All:** Restores the HP of each party member as efficiently as possible. If the characters know healing spells and have sufficient MP, the lowest possible amount of MP will be used to fully heal the party. If no spells have been learned, healing items are used from the characters' inventories (OR party's inventory).

**Tactics:** Allows you to determine whether characters are controlled manually or automatically during combat. If you choose a tactic other than "Follow Orders," the character acts automatically in battle according to the guidelines of the chosen tactic. Tactics can be switched during combat as well. More details on tactics are given in the "Combat" section of this chapter.

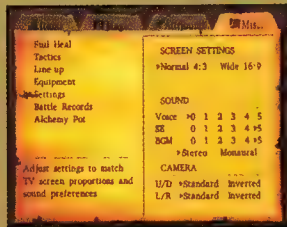


**Line-up:** Use this option to change the order of the party. The character at the top of the party line-up is the character displayed onscreen when you're navigating through fields, towns, and dungeons. Characters placed toward the top of the line-up are more likely to be on the receiving end of enemy attacks. Characters further down in the line-up are more likely to evade attacks, and won't be targeted as often. We'd like to suggest that you keep Jessica at the bottom of the party line-up at all times, due to her typically lower defence and HP attributes.

**Equipment:** Provides an alternate method of changing the character's equipment. Items in the selected character's inventory are displayed according to type, rather than all together.

**Settings:** Here, you can change the aspect ratio of the display to better suit widescreen monitors, adjust the volume of music, sound effects, and character voices, and change camera control options.

**Help:** At key points during the beginning of your adventure, you will be shown some helpful hints and explanations about the game. Refer to this section for reminders.



**Battle Records:** Another method of opening the Battle Records menu, detailed in the next section.

**Alchemy Pot:** Opens the Alchemy Pot menu, when available.

**Monster Team:** Opens the Monster Team menu and allows you to select available monsters to fight in Morrie's Monster Arena. More details on the arena are provided in the "Side Quests" chapter.



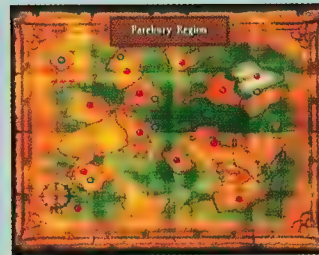
## BATTLE RECORDS MENU

While King Trode accompanies the heroes on their journey, he keeps a log of everything they experience. Trode records data on enemies defeated, items handled, and alchemy pot recipes collected. View this information in the Battle Records menu.

The main page of the Battle Record displays the log overview, including statistics such as the distance travelled, the battles fought and won, and other facts regarding your adventure. Choose one of the three options to view one of Trode's collected volumes.

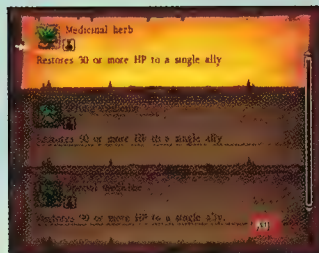
## DEFEATED MONSTER LIST

All of the creatures that the party defeats in battle are added to the Defeated Monster List. Various statistics are listed for each monster, such as Experience Points (EXP) and gold coins (Gold) acquired when the monster is defeated, the number defeated thus far, and any items it's dropped. Items must be dropped by the creature at the end of the battle in order to be added to the Defeated Monster List. The monster's main habitats are also listed.



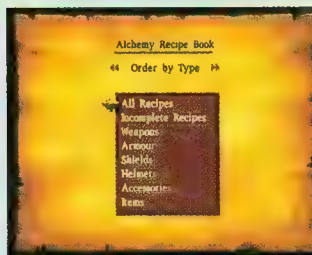
## COLLECTED ITEM LIST

Every item obtained by the party, irrespective of whether it's still in your possession, is added to King Trode's Collected Item List. Items and their descriptions may be viewed all at once, in order by type, or by individual type. This menu is handy if you're shopping and want to purchase something you used to own, but cannot quite remember its function.



## ALCHEMY RECIPE BOOK

As the heroes continue on their journey, King Trode eventually decides to reestablish the ancient practice of combining items to form new ones in a device called an alchemy pot. The combination of two or more items is called a *recipe*. All of the alchemy recipes that the heroes successfully combine, read about in books, or hear rumors of are collected and catalogued in King Trode's Alchemy Recipe Book. This book is viewable both from the Battle Records menu and the Alchemy Pot menu.



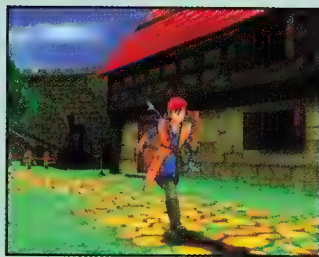
Recipes can be viewed all at once, or according to the type of resultant item. It's also possible to view only those recipes that have been heard of or hinted at, but haven't been used to create an item.

If the resulting item or the ingredient is a known item, the name will appear in a black font. If the item produced from the recipe is unknown, three red question marks are shown. If the party has only a vague idea of what the item or the ingredient might be, a clue appears in green letters.



## MOVEMENT

Move the character around towns, castles, dungeons, and the field with the left analog stick. The character moves in the same direction onscreen as the left analog stick. Therefore, if you move the left analog stick left, the character runs toward the left side of the screen. Move the left analog stick to the right, and the character goes right. Move the left analog stick up, and the character moves toward the horizon. Move the left analog stick down, and the character moves toward the screen. The character can also move in any diagonal direction relative to the movement of the left analog stick.

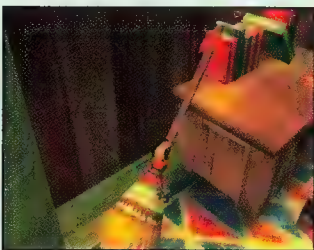
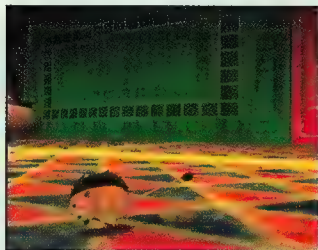


The character's speed of movement is determined by how far you move the left analog stick. Move the left analog stick as far as it will go to run at full speed, or only a little way to walk. The directional button can be used to make the character walk as well.

Walking is sometimes better than running, especially if the ground is icy or slippery. Running over an icy bridge can be dangerous, because the party might fall over the edge!

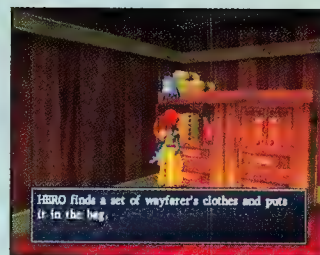
## MUNCHIE

Munchie is the small mouse-like pet of the Hero. However, he serves a greater purpose than just being cute and fun to play with. Munchie is tiny enough to crawl into small holes in walls, especially if the party is having trouble getting inside a locked room. Once Munchie is on his own, you can guide his movement the same as any of the other characters. Use the left analog stick to maneuver, and press the  button to perform a forward roll for fun. Since Munchie is so tiny in stature, he can't jump up and unlock doors for the Hero to walk through. But perhaps there's something in the room that's light enough for Munchie to carry back to his master...



## ACQUIRING ITEMS

Aside from winning battles, the second best way to improve the fighting abilities of the characters is to collect the best possible items and equipment. There are several ways to collect items. To get the most out of the game, be sure to practice all of the following item acquisition techniques, all of the time.



## TYPES OF ITEMS

Finding items is important, but knowing what to do with those items is essential. Keep in mind the types of items on hand, and use them as soon as needed to keep the characters healthy, strong, well protected, and fighting at full potential in every battle.



## MEDICINES

Medicines take the form of herbs, roots, mixtures, elixirs, and potions. You can use medicines only once, and they disappear from the inventory when used. They can be used in the field or during combat, if contained in a character's personal inventory.

## SEEDS

A character can eat a seed to improve an attribute. This allows you to develop characters more effectively than by simple leveling up, by strengthening the defence of a character who seems to take too much damage from physical attacks (Jessica), for example, or by boosting the agility of a slower character who's always getting left behind (Yanguis).

## MISCELLANEOUS USE ITEMS

Miscellaneous items include field-affecting items and attack items usable in combat. For instance, phials of holy water stop random battles with weaker monsters from occurring as long as their effects are active or the character remains in the area of effect. Chimaera wings can be used to warp the party instantly to any previously visited town or city, when they need rest or additional supplies. A rockbomb shard is an attack item that can be used in combat to cause damage to all enemies. This category also contains unique items such as Baumren's bell, which summons a sabrecat for riding swiftly across long distances.



## CHEESE

The Hero can feed cheese to Munchie during combat, provided that a piece is handy in the Hero's personal inventory. What happens when Munchie eats certain types of cheese in battle, no one knows. We leave it to you to experiment during battle and find out the surprising results on your own. A variety of cheeses with various effects can be created in the alchemy pot.



## ALCHEMY ITEMS

Some items are used exclusively in the alchemy pot. When combined with one or two other items, they mix together to form a new item. For instance, fresh milk and rennet powder have no use individually. But when combined in the alchemy pot and allowed to simmer, the two mix together to form plain cheese. And we all know what happens to Munchie when he eats cheese during battle. Or do we?

## RARE COINS

By opening certain chests or defeating special monsters, the party can acquire rare coins that can be sold or traded at a high profit. Although coins can be sold to any merchant, mini medals are another story. Someone in the world is rumored to be searching for them...



## IMPORTANT ITEMS

Important items often serve a function in the game when the party merely possesses them. For instance, owning the world map allows you to view the entire world at a glance when travelling in the field. The thief's key allows the party to unlock treasure chests that may have extra security. Some important items are found or received, and some are created in the alchemy pot. Sympathetic people along the journey will hand many important items to the party. Most important items have a story-driven purpose and may be required by other non-player characters in the course of events. If you acquire an important item and have no idea what to do with it, speak with all of the people you've met. With the item in your possession, they may have something of relevance to say.



## WEAPONS

Of the five types of equippable items in the game, weapons are perhaps the most interesting! A weapon improves the attack power of the character who wields it. The type of weapon also determines whether the character can attack one enemy or several enemies per turn. Without weapons, the character must rely on leveling and bare mitts to get the job done. Then again, maybe there's something to be said for barehanded brawling...



## ARMAMENTS

Armaments are divided into four types of protective items that a character can wear to improve his or her durability in combat. Armaments include suits of armour, shields, helmets, and certain accessories. Stronger armour reduces the amount of damage taken during battle. Sometimes armaments may have additional benefits, such as reflecting spells or regenerating the wearer's HP every round. Check item descriptions in the menu for details.

## ACCESSORIES

Small accoutrements, such as rings and bracelets, that improve one of a character's attributes are known as accessories. Equipping such items may raise a character's attack, defence, wisdom, or agility, improving damage, protection, magical power, or combat speed, respectively. Accessories may also have a secondary ability, such as making a wearer resistant to certain status ailments.

GAME BASICS

## TYPICAL ITEM LOCATIONS

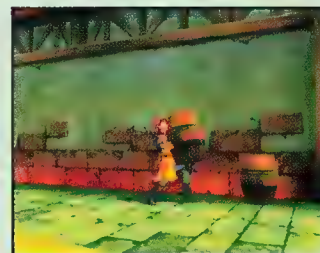
When you're searching towns, go into homes and places of business to find useful items and equipment. In dungeons or caves, items are often located in side rooms off the main corridors. Items are rarely out in the open, but are usually inside containers of various types. If you learn to identify the types of containers that may hold items, finding plenty of useful things to wear or sell should be no problem.

## BARRELS AND POTS

Wooden barrels and clay pots can be picked up by the character, carried around, and then shattered on the floor. If an item is inside the barrel or pot, the character obtains it immediately.

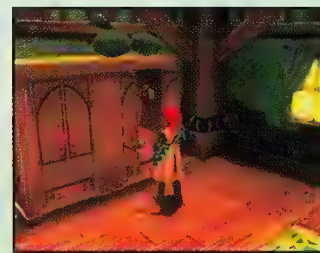


To pick up a barrel or pot, stand facing the object and press the X, O, or the L3 button. You can throw the container immediately, or carry it to a clearer spot. Press any of these three buttons a second time to toss the breakable object to the ground, smashing it.



## CABINETS

You can open cabinets with doors while searching towns and castles for items. Stand facing the cabinet doors, and press the X, O, or the L3 button to open them and search the inside. If an item is available, the party collects it immediately.



## ITEM BAGS

Bags hung from pegs on walls may also contain items. To search a hanging bag, face it and press one of the search buttons. The character sticks his arm in and feels around.





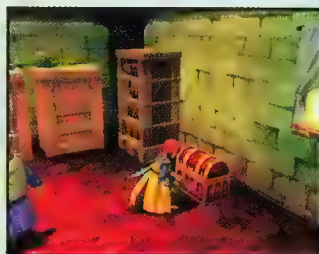
## BOOKSHELVES

Sometimes important books can be found on bookshelves. By reading these sagely volumes, you might be able to learn clues regarding upcoming challenges. Some books contain interesting information regarding the history of the world in which the characters live. However, some bookshelves contain absolutely nothing of interest. Whenever you decide to stop and glance across the titles on the book spines, you risk wasting your time, but the rewards can be great. Some books may allude to recipes for the alchemy pot. This is, in fact, the number one method of learning alchemy recipes in the game.



## CHESTS

Treasure chests must be opened from the front, so examine the chest in first-person view if needed to determine which side to stand near. Press the search button to open the chest and collect the item inside. Be cautious, however, because horrible monsters called mimics like to pretend to be treasure chests sometimes. If a party opens a chest that turns out to be a mimic or a cannibox, a fierce battle ensues.



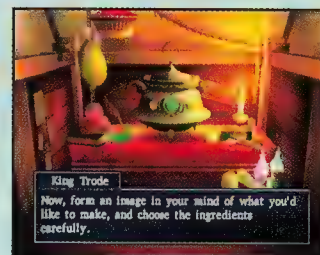
Some treasure chests are locked and require a special key to open them. There are three keys in the game that will unlock a sealed treasure chest: the **thief's key**, the **magic key**, and the **ultimate key**. Each key is greater than the last and opens more types of treasure chests. Once you find the ultimate key, all the previous keys can be discarded or used in the alchemy pot, if possible.

## DEFEATED ENEMIES

Sometimes when the party wins a battle against a monster party, one or more of the monsters may drop an item. This is another way to acquire items. If you need an item for the alchemy pot, and you know that a particular monster in a certain region sometimes drops that item, do some additional hunting there for a while.

## ALCHEMY POT

Certain items can only be acquired by combining them with other items in the alchemy pot. Therefore, it can be hard to discard or sell any item because it may be a key ingredient in a rare mixture. We leave it up to you to determine which items must be obtained via alchemy. This research shouldn't be hard, especially if you use the recipes found in the "Alchemy Pot Recipes" chapter.



## NON-PLAYER CHARACTERS

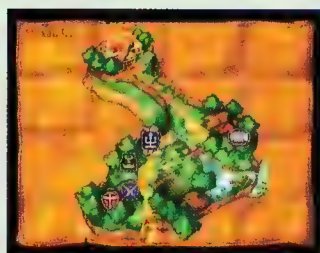
Anybody you meet during the course of the adventure who's not in your party is considered a non-player character, or *NPC*. These NPCs are the number one source of clues and information in the game, and speaking with them is the best way to learn where to travel next and what dangers may lie in wait there. Speak to any NPC by approaching within a few steps of them, facing them, and pressing the , or the L3 button.

NPCs move around and live their lives just like ordinary people. For this reason, they're usually not found in the exact same location after the sun goes down. Many times, the things an NPC says at night differ from what they say during the daytime. Therefore, it's important to speak to everyone in the light of day, and again after dark.



## MAPS

While visiting a populated town, city, or castle, press the button to view a colorful hand-drawn map of the area. Maps show the streets and buildings, which can aid navigation. Icons placed over important locations in town show you where to stop for a night's stay, a quick confession, or a stout drink.



### MAP ICONS



Inn



Item Shop



Pub



Armour Shop



Church



Well



Weapon Shop



Gold Bank



## TOWNS AND CASTLES

When travelling through populated areas, the party normally doesn't encounter monsters unless they invade a town in the course of the story. Therefore, it's alright to relax and take things easier when you're hanging out with the locals. Towns also have several beneficial services that the party can take advantage of, usually for a price.



The party can rest at a local inn, either overnight or until evening, usually for a fee. Whether you decide to stay until evening or overnight, resting at an inn fully restores the HP and MP of all party members. The rate differs from town to town and depends on how many people you have in your party. Usually, the towns you visit later in the game will charge higher rates per person. Please note that staying at an inn will not bring back a fallen party member.

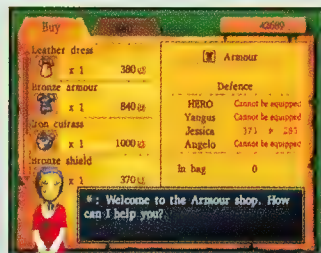


By staying overnight, the party can set out at first light when the monsters are weaker. By resting until evening, the party can visit areas at night when the circumstances are different, or cross the fields when the monsters are more challenging.



Merchants set up permanent stores in towns. Typically, these peddlers stock an assortment of items and equipment that protect travellers from the monsters in the region. For example, the peddlers in Farebury sell weaker equipment for a lower price, whereas the merchants in Ascantha sell more expensive gear. The monsters in the Kingdom of Ascantha are much more powerful and dangerous than the ones near Farebury, so it all makes sense.

When you want to see what a merchant has for sale, observe proper etiquette by speaking to the clerk from across the counter. If you go behind the counter and speak to a merchant, typically they won't sell you items. However, they may still have something interesting to say...



Pubs are where the common folk gather, along with the runts and rogues. The town pub is the place to go if you're looking to meet someone important, or if you want to hear the local gossip and rumors.



A priest or a nun inside a church, usually standing behind an altar, will hear the party's confession for free. Confession is a fancy way of saving your progress in the game. Anytime you want to stop playing, warp back to the nearest town and make a confession before quitting the game.



Churches offer many other helpful services, as listed on the church menu. Many of them require a donation, which sometimes costs more than you want, or can afford, to pay.

## DIVINATION

The priest or nun looks deep into the soul of each character and determines how many more experience points he or she needs to accumulate before reaching the next level. Divination is free, and it's extremely useful when you're planning whether to push onward or spend some time hunting monsters in the field.



## RESURRECTION

Death is a reality of battle, and when allies fall in combat, the entire party is weaker as a result. Retreat to the nearest church and seek the aid of a priest or nun in resurrecting dead characters. The church requires a fee to bring each deceased character back to life. The clergy quotes the amount of gold coins required to perform this action. The higher the level of the deceased person, the more gold coins the church requires.

If the entire party falls in battle, the bodies are collected and taken to the church in the nearest town you've visited. All characters are revived automatically, at a cost of half the party's gold coins.

## PURIFICATION

Poison is a status ailment that continues afflicting characters even after battle. If an antidote or the proper spell isn't available, return to the nearest church and seek the aid of a priest or nun. Purification is an extremely cheap service. The further from civilisation you go, the more it will cost you.

## BENEDICTION

Curse is another status ailment that affects characters in the field. Although some enemies can curse characters during battle, the effect is usually temporary. However, some weapons and equipment are cursed permanently. When they're equipped, the character becomes cursed immediately and cannot take action in battle. The only way to remove the cursed equipment is to return to a local church and seek benediction services. Benedictions aren't nearly as cheap as purifications, and the amount of gold coins required is determined by the affected character's level.



## GOLD BANKS

A few major cities and even a few offbeat locations provide financial storage solutions. The point of giving money to Gold Banks for safekeeping is to avoid losing half your earnings if the party is wiped out in battle. The church cannot touch money stored in a Gold Bank, so it's safe. Gold Banks become available as the party explores new areas, so be sure to store most of your wealth there, and carry only what little gold coins you need to get by.



## HOUSES

Many people live in towns, and they generally dwell in houses. Speak to the people inside these homes, and search their cabinets, barrels, pots, bags, and chests for useful items. Some people obviously have no idea what kinds of cool stuff they have tucked away in their cupboards, because they don't seem to mind parting with it!

## CASINOS

Gambling halls in the towns of Pickham and Baccarat provide a fun diversion from the trials of saving the world from evil. To play the slots, bingo, and roulette, you need tokens. There's usually a counter inside the casino where you can buy them, at a rate of 20 gold coins per token. Try to keep the price of a token in mind when you're placing bets of five or more on a single spin of the wheel. Tokens can be exchanged for the weapons, equipment, and items offered at the exchange counter, also located inside the casino. As long as you have at least a single token, you can view all the wares that are available at the exchange counter to determine how many tokens you will need for the item you want.



## WELLS

Towns need a source of water, and many have old-fashioned wells. The characters can climb down into a well and find hidden chambers underneath the towns. The discarded items you find inside a well may turn out to be of great benefit to the party!



## DAY AND NIGHT EFFECTS

The daytime is when towns usually have the most activity. At night, many of the townspeople traipse home for some well earned rest. As nighttime settles in, NPCs change locations and shops close. The only places that stay open 24 hours are the churches, inns, and casinos. Sometimes people lock their front doors against intruders, so it may be harder to search for items at night. But some citizens only come out after dark, so perhaps the nighttime is just as good a time as any to visit a town!



## FIELD

Whenever the party leaves the comforts of a town, city, or castle, they enter a giant wilderness known as the field map. While moving in the field, the heroes encounter randomly generated parties of monsters roughly every 10-25 steps, depending on the terrain and the time of day. Without the safety of nearby inns and churches, search and survival skills in the field are extremely important.



## COMPASS

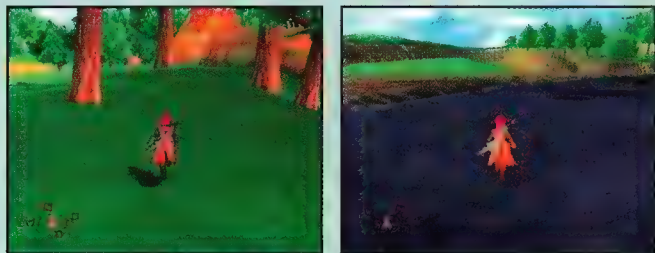
While you're navigating in the field, a directional compass appears in the lower-left corner of the screen. Use the compass to move north, south, east, and west. Sometimes certain NPCs will tell the party to head south to find a certain location. Without a world map handy, the compass is the best tool to help you get there.





## TERRAIN

The type of terrain the character walks upon determines several factors, including the frequency of monster encounters and the types of monsters. Areas with plenty of trees are referred to as forests, sandy areas are beaches or deserts, and everywhere else is fields. Even walking on a dirt road is safer than walking in the green grass. Pay careful attention to the type of terrain surrounding the character.



The party takes constant damage when walking over certain types of terrain, such as poisonous swamps. The types of monsters in swamps are more likely to inflict status ailments on characters as well.

## FIELD TREASURE CHESTS

Look for lone treasure chests while navigating across the field map. Most of them aren't located right by the beaten path, but rather behind cliffs or at the edges of lakes. Field treasure chests contain items just like the ones located in towns and dungeons. Many field treasure chests are locked and cannot be opened until you find the proper key.



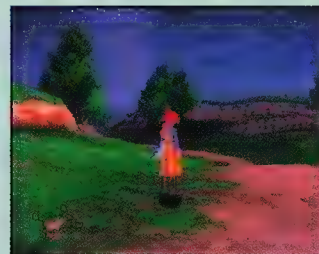
## INFAMOUS MONSTERS

In certain areas in the field, monsters are visible on the map. As the character approaches, the monster may run away or may rush forward and attack. If it attacks, a battle begins. Monsters that are visible in the field are unique creatures that aren't encountered anywhere else in the game. Some infamous monsters only appear at night while others only appear during the day. Certain ones also appear in as many as four different locations! If you defeat them, infamous monsters often drop rare coins that can be sold for high amounts of gold coins. And you may find out that the infamous monsters serve another purpose in the game, if you talk to the right people...



## DAY AND NIGHT IN THE FIELD

The more time you spend exploring the field map, the darker the day becomes. As dusk fades and the stars come out, the situation changes in the field. Not only is the environment harder to see, but the monsters you encounter at night are much tougher than the ones you fight during the day. When inexperienced characters are caught in the field at night, it may be a wise idea to warp back to the nearest town and sleep in a safe inn bed. Better that than recklessly plunging forward and losing allies in unnecessary battles, especially when you consider how much it will cost to resurrect them. Then again, if the encounters in your current region have started to lose their flavour, perhaps travelling at night is just the challenge the party needs to keep leveling up at a good pace.



GAME BASICS

## TRANSPORTATION

Because travelling the field requires the party to go long distances, it's impossible to reach all parts of the world on foot. Once you've explored the farthest reaches of the eastern hemisphere, the party must seek out some means of sea travel. Then you can chart the vast oceans and find out what else this fantastic world has to offer. The party continues to have random battles against monsters that board the ship at sea.



Dock the ship by moving toward any piece of land until the option to disembark appears onscreen. The party docks the ship and goes ashore to explore on foot. To board the ship again, move along the ship's portable pier until the characters take to the seas once more. Using chimaera wings or a Zoom spell is no problem, because the ship changes location to be conveniently accessible to the party no matter where they go.



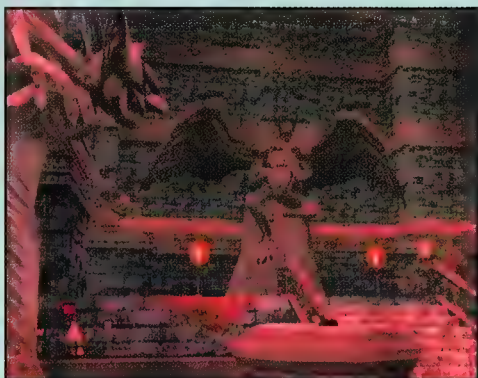
Great sabrecats are another way of travelling long distances quickly. To acquire a sabrecat for riding, the party should speak to someone who trains them for a living. You can dismount from a sabrecat at any time by pressing the  button. The party continues having random battles while riding sabrecats, although at a greatly reduced rate per distance. Perhaps another means of easy travel is available... something in the sky?





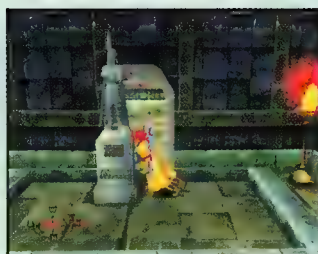
## DUNGEONS

The term *dungeon* refers to any unpopulated indoor location with a heavy concentration of monsters, possibly a few tricks and traps, and maybe one or two environmental puzzles to unravel. You'll also run into the leaders of the monsters, also known as the *bosses*.



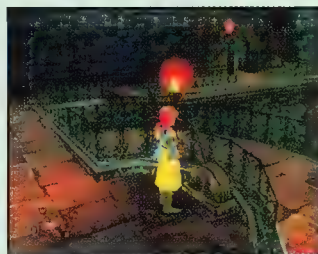
## MOBILE STATUES

Sometimes you can move objects such as statues across flat areas. To move an object, face the side of it and press the  $\otimes$ ,  $\odot$ , or the L3 button to grab hold. Then use the directional button or the left analog stick to make the character push the object forward, left, or right, or to pull it backward. Statues can be moved in one of four directions, depending on where the character is facing. To move the statue at a slightly better angle, change to another side of the statue and try moving it from there.



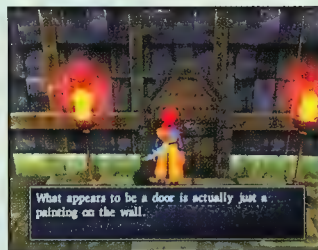
## LEVERS AND SWITCHES

Machinery in dungeons presents a conundrum. Pulling a lever or switch may help the party down the road, or it may release a trap that instantly springs into action! Levers sometimes reveal hidden corridors or raise collapsed mechanical staircases so that the party can access new areas.



## TRAPS

You'll find various types of traps in dungeons. What looks like a perfectly normal door could be a spring-loaded trap that pushes the party through a hole in the floor to the level below, so they have to fight their way back up. Another setback is when you navigate through a room improperly and are locked in a corridor leading back to the starting point, rather than heading for the exit. Whenever you begin to sense a trap, it's better to stand still and think about how to proceed, rather than plunging blindly ahead.



## DANGEROUS GROUND

As in the field, walking on certain types of terrain may cause damage to the party, such as purple or green acid pools and spiked floors. When the character starts flashing red and you hear a striking sound effect, it means that everyone in the party is suffering small amounts of damage with each step.



## COMBAT

Your party lines up directly across from the monster party, in the order determined by the Line-up function in the main menu. Characters at the head of the line-up are more likely to be targeted, and more likely to take damage from enemy attacks. During combat, you issue menu commands to the characters. The characters then carry out their orders when it's their *turn*. The monsters respond with attacks or actions of their own. When all monsters and all characters have had a turn, one *round* of combat has passed.

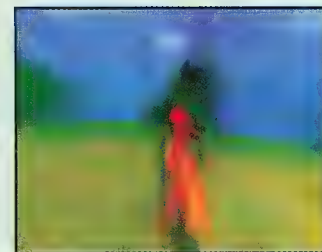


Read the following sections to better understand the combat system, and to learn how to resolve conflicts swiftly and efficiently with the least amount of damage to the party.



## RANDOM ENCOUNTERS

Every step the onscreen character takes into a monster-filled region or dungeon is counted, and this count determines when the next battle occurs. In the field, the characters can walk roughly 20-25 steps before triggering an enemy encounter. In rougher terrain, such as the forest, beach, snow, or desert, battles occur every 15-20 steps or so. In dungeons, battles occur every 10-20 steps, depending on the difficulty level of the lair. Sudden battles triggered by character movement are known as *random encounters*. Speaking to or touching unique monsters or NPCs may also trigger battles.





## ROUND COMMANDS

At the start of each round, the Round Command menu appears. Before doing anything else, you can flee from battle, intimidate and try to scare the enemies off, or change each character's battle tactics.

**Fight:** Issuing this command opens the Character Turn Command menu, where you input commands for characters who are set to Follow Orders. Characters set to automatic tactics behave accordingly.

**Flee:** This command makes the party flee from battle. Whether or not the party gets away depends on whether escape is allowed. During many event battles, fleeing isn't permitted. However, during most random encounters, the party has a chance to escape.

The chance of fleeing is determined by a number of factors. Although it is mainly based on luck, there are other things to consider. For example, the more turns that take place in battle, the higher the chance there is to flee. Also, if the party's level is much higher than the monsters' level, the chance to flee is 100%. If one or more characters are killed during battle, try to flee in the next round to avoid complete annihilation. Fleeing prevents characters from receiving experience points or gold coins, even if monsters have been eliminated.



After fleeing, use chimaera wings or a Zoom spell to return to the nearest town with a church if you're low on HP.

**Intimidate:** This command makes the characters attempt to frighten off enemies, reducing the size of the monster party and making it easier to win the battle. The character who's first in the lineup gets the first chance to try. Making an ugly face and screaming, he or she tries to drive off the monsters.

Intimidating monsters may scare them away from the battle, or it may have the opposite effect. Higher-level monsters may become enraged and get an extra attack. Therefore, it's not wise to go around intimidating monsters haphazardly, especially when your party is at very low levels or are just entering a new region. Each time you give the Intimidate command, the next character in the lineup tries to intimidate the enemies. Intimidation never works on boss monsters, but it may drive off any underlings serving them.



## TACTICS

This command allows you to change how characters are controlled during the course of the battle. Characters set to the Follow Orders tactic are controlled manually using the Character Turn Command menu. Characters who have been assigned any other tactic fight automatically, casting spells and using abilities according to the tactic selected. Tactics can also be changed between battles using the main menu. The Hero cannot be assigned a tactic; you have to input his commands every round.



**Show No Mercy:** Characters unleash their most powerful attacks against foes, regardless of MP cost or item consumption.

**Fight Wisely:** Characters use spells and abilities with minimal MP cost, unless they or an ally are close to death.

**Focus on Healing:** Characters use healing spells and abilities on any ally in the party who's below their maximum HP.

**Don't Use Magic:** Characters use only physical attacks to strike foes. Be sure to switch to this tactic when characters are running low on MP.

**Get Psyched Up:** The character psyches up to increase tension every turn until strong enough to cause high damage. The character won't attack or use spells or abilities until the appropriate amount of tension is reached.

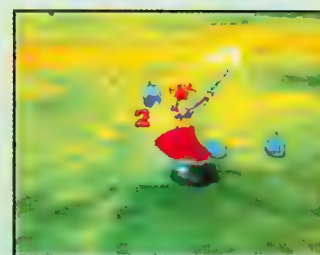
**Follow Orders:** The default setting for all new party members. You manually input a command for each character every round. This is the surest way to make sure each character is behaving appropriately during combat.

## CHARACTER TURN COMMANDS

When you select the Fight command from the initial command menu, the Character Turn Command screen appears. You can choose battle commands for the Hero and any other characters who are set to the Follow Orders tactic.

### ATTACK

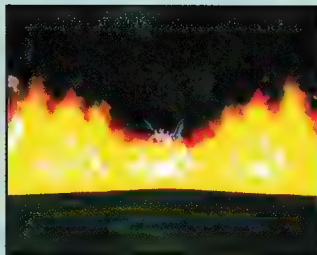
The character physically assaults the targeted enemy or enemies. Equipped weapons determine whether characters can strike single or multiple targets, and strengthen their attack. Physical attacks are the best way to defeat most monsters.





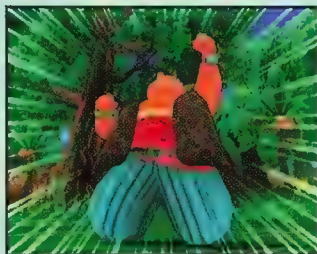
## SPELLS

As characters reach higher levels, they will automatically learn some magic spells for use in combat and in the field. Some spells can be learned only by speaking to a certain NPC. Choosing the Spell command opens the selected character's Spell menu. Move the cursor to highlight spells, and choose an appropriate one based on the situation and the spell's description. Most spells require MP consumption and cannot be cast if the character has 0 MP. Replenish MP by consuming items such as magic water and elfin elixir, or by resting at an inn.



## ABILITIES

After gaining a few levels, characters start to receive skill points upon leveling up. While the victory display is still active, you can distribute skill points to any of the characters' weapon or personality skills. When enough skill points are attributed to a skill, the character learns a new ability.



Abilities associated with weapons might only become available in combat when a character equips a certain type of weapon. Many abilities consume MP and cannot be used if the character has insufficient MP remaining. Abilities tend to allow characters to damage enemies while inflicting status ailments upon them.



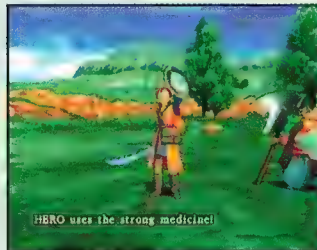
## DEFEND

When you issue the Defend command, characters raise their guard (and/or a shield, if equipped) in preparation for attack. The character can do nothing else for the remainder of the round. Note that if the enemy's attack value is low and the party's defence value is high, there is a higher chance that the enemy's attack will miss. Issue the Defend command if it looks like the enemy is about to perform a particularly powerful attack that could greatly reduce the characters' HP or even kill them.



## ITEMS

Choose this command during combat to view the personal inventory of the selected party member. Characters cannot use items stored in the Bag during combat, so it's important for each hero to tote around a few healing items and perhaps some powerful attack items, such as a piece of cheese or a rockbomb shard. Some weapons and armour pieces can be used during combat to cast spells, so try filling your characters' inventories with a variety of items and using them in combat.



## PSYCHE UP

This command causes the character to focus their energies, raising their tension level. No other action can be performed during the turn. Each time a character's tension level rises, all of his attributes increase. This means that characters can cause more damage with their attacks or spells, are slightly less likely to be hit, sustain less damage from enemy attacks, and administer greater healing when items or spells are used.



Angelo psyches himself up.



Angelo's tension increases by 50.

The first time a character psyches up, his or her tension increases by 5. The second time, it increases by 20. So it's important to psyche up at least twice just to be serious about it.

On the third attempt, there's a chance of failure to psyche up. The character doesn't lose any tension, but doesn't gain any either. If the third attempt is successful, the character's tension increases by 50. At this point the character reaches a state of *high tension*.



HERO reaches a state of high tension.

As characters increase in experience level, past level 20, they can reach an even higher tension level. Reach a tension increase of 50, then try to psyche up again to a tension increase of 100. In this extremely intense state, you can even kill powerful foes with one strike.

When there are many enemies in the monster party, it's difficult to psyche up because the characters leave themselves vulnerable to attack. It may be wiser to have one character psyche up and attack while the rest of the party performs regular attacks and healing procedures every round. During boss fights, when the party usually faces only one foe, it's easier to spend the first few turns raising tension.



When the Hero reaches super high tension, he transforms!

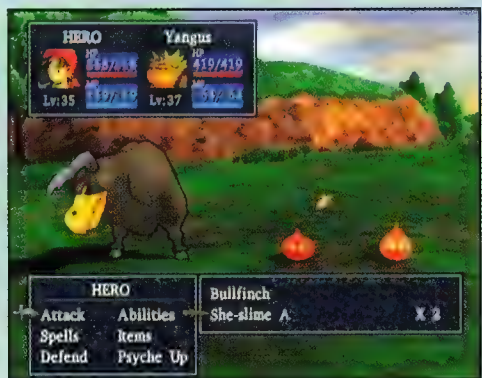
However, observe boss monster attack patterns and use tension appropriately. Many boss monsters can drop the tension level of one or more characters back to normal, negating all the effort it took to psyche up. If a boss is capable of this, avoid spending too many turns trying to psyche up to higher levels.



Certain monsters can use tension to make themselves stronger and harder to defeat.



After choosing an attack, spell, or ability from the Character Turn Command menu, you need to choose an appropriate target for the attack. Move the cursor across the row of enemies, and select the foe that's most likely to cause the most damage or inflict status ailments that could impair the party or prevent them from attacking.



## EARLY STRATEGIES

Targeting is extremely important during the early portion of the game, especially when only Yangus and the Hero are playable. *In every battle, the first order of business is to reduce the number of enemies in the monster party.* This way, the enemies get fewer turns to act. When your party enjoys more turns per round than the enemies, healing and raising tension becomes much easier.

As should be evident in even the very first battle in the woods west of Farebury, Yangus is a bit stronger than the Hero and inflicts more damage. This means Yangus can defeat an enemy in a single turn, whereas the Hero may need to attack a foe two or more times to defeat it. When you're targeting enemies, make sure that the Hero targets one foe while Yangus targets another. Yangus should have no problem wiping out his enemy, while the Hero's foe is wounded but still active. On the next turn, have Hero finish off the enemy he attacked in the previous round, while Yangus targets the third foe.



If you use targeting properly, this strategy enables you to eliminate three foes in two rounds. If the Hero and Yangus both target the same foe every turn, you'll find that Yangus is always cleaning up after the Hero. The longer a battle goes on, the more opportunities your foes will have to attack, and the more restorative items your party will therefore need to consume.



## THE PARTY EXPANDS

Even after more members join the party, targeting remains important. Jessica uses multiple-target spells and weapons such as whips. With her abilities, she can target and strike groups of same-species monsters that are in line. For example, if a monster party consists of a slime, three candy cats, and another slime, Jessica can attack the three candy cats simultaneously with a whip or a multi-target spell. Since the candy cats separate the two slimes in the lineup, Jessica cannot strike both slimes at once.

Therefore, command Hero to target the first slime, command Yangus to target the last slime, and command Jessica to target the three candy cats in the middle. At the end of the first round, one slime should be dead, along with one or more of the candy cats in the middle. The other slime and the remaining candy cats should be wounded and easy to take out in the next round. With this strategy, you can take out a large number of foes in as few rounds as possible.



## FOUR FOR ONE AND ONE FOR ALL

When Angelo finally joins the party in the fourth spot, targeting becomes less of a concern. Use the first round to increase the attack power or defence of the characters with Angelo's spells, or heal up in preparation for impending damage. Continue forming strategies that remove as many enemies from the battlefield as possible, reducing the number of enemy turns and enabling the party to retain the upper hand.

Sometimes one or more highly powerful foes appear in a party, as well as several weaker enemies. If it's evident that a character can't take out one of the bigger foes in a single turn, it may be more efficient to spend the first round taking out all of the smaller foes. For instance, if a monster party consists of three she-slimes and three hammerhoods, take out all of the she-slimes immediately. Although the hammerhoods cause more damage than the she-slimes, the monster party has fewer turns available per round because the smaller foes are all eliminated. Now it should be easy to double-team the hammerhoods for the next few rounds until they're defeated.



Defeat any monsters with character-debilitating abilities before the ones that only perform normal attacks. For instance, if one of the monsters can inflict Curse, rendering one of your characters immobile for the next several turns, that monster must die as soon as possible!



Enemies that can summon additional enemies to join the battle are your highest priority. Dingalings are some of the first enemies that can call allies to their aid. When they ring, they call forth an endless number of powerful jargon monsters. The party's survival depends on eliminating the dingalings immediately, no matter how many jargons appear in the meantime.





## INITIATIVE

After you've issued commands to all characters with Follow Orders as their tactic, the battle ensues. How quickly a character can execute his or her action is based on their agility attribute, in comparison to the agility of allies and the monster party. For instance, of all the party members, Jessica's agility is usually the highest, so she will most likely act first. Yangus's agility is a lot lower, and therefore he probably won't get to attack until after all of the others. In fact, depending on the enemies, Yangus might have to wait until after all of the enemies have had their turns too!

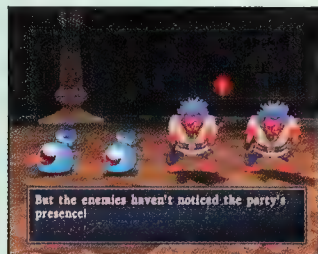


Pay attention to how initiative is working out in battles. If a character like Yangus isn't effective during a fight, equip him with agility-boosting rings or accessories. After all, Yangus is the heavy hitter. The sooner he attacks, the less damage the party sustains from enemy hits.

## SURPRISE ATTACKS

Occasionally, the party may get the jump on a monster party when a battle begins. This is indicated by a battle message at the bottom of the screen that the monsters are "too stunned to move." This means that none of the enemies have any turns for the first round, allowing you to act first. Use this opportunity to attack the enemies and reduce their numbers, to heal, or to psyche up and build tension.

Sometimes monsters ambush the party and get to perform attacks or actions without allowing the heroes to counterattack. It may be important to spend the first round healing characters who have sustained multiple hits before you return fire.



## HEALING

Damage from enemy attacks reduces the party members' hit points (HP). When a character's HP drops to zero, he or she dies. Dead characters can't act in battle and don't receive experience points from defeated foes. To prevent beleaguered characters from dying, use items and magic to replenish their HP.



In the field, the best method of healing is with magic spells. The Hero and Angelo both learn healing magic fairly early on, so it falls to them to keep the rest of the party in shape. Make sure the Hero and Angelo get to wear the best protective equipment possible, so that they die less often and can heal or revive the others. Yangus might also learn a few minor healing spells, depending on how his skill points are assigned. However, magical healing is only possible as long as the spell caster has magic points (MP) remaining.

In the early stages of the game, before the Hero learns to heal magically, you must use items to regain HP. Purchase plenty of medicinal herbs at shops, and be sure to transfer them to the personal inventory slots of Yangus and the Hero. Even after the characters start to learn healing spells, make sure each character carries a few herbs just in case MP runs low. This is a good strategy to consider until Angelo joins the party.

The best method of restoring HP and MP is at an inn. For a reasonable price, the party can sleep in a comfy room and wake up some hours later with full HP and MP. Don't get too comfy, though. If the party never ventures farther than the first inn, how can you ever finish the quest?

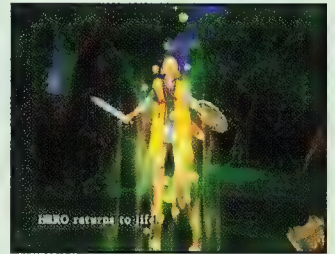


MP can only be recovered during battle by consuming magic water or elfin elixir, or by using certain abilities. These items aren't sold at most shops and are rarely found in towns, dungeons, or the field. When the party starts running low on MP, the best idea is to return to the nearest town and get some rest.



## RESURRECTION

As mentioned previously in this chapter, you can resurrect fallen comrades by visiting a church and making a sizable donation to the clergy. As characters like Angelo and Jessica increase in experience, they begin learning spells that resurrect fallen allies during a battle or in the field. Lower-level resurrection spells have a chance of failure, however, so it could take several turns and MP to get a dead man back on his feet. However, using Zing or Kazing spells to revive allies is better than going to a church. As the game wears on, the fees get higher, and higher, and higher...



## STATUS AILMENTS

Enemies can inflict a variety of conditions that inhibit your party's abilities in combat. Learn to identify status ailments quickly, and try to keep the proper mixtures of items or spells on hand to remedy the situation. Prevent status conditions by equipping the proper armour and accessories, depending on the enemies in the area. You can lose a battle quickly if everyone isn't fighting at their full potential. You can use status ailments against enemies as well, giving the party a further advantage in combat. Any status ailment that expires after a few combat turns will also be lifted when the battle ends.

**Death:** A character dies if their HP falls to zero. Revive dead characters by visiting a church or casting Zing or Kazing spells.

**Poison:** Poisoned characters continually lose HP until the condition is cured. Poisoning continues to affect characters after the battle is over, draining HP each time they take a step. Use antidote items or the Squelch spell to cure poisoning.





**Sleep:** Dozing characters cannot perform in battle and lose turns as a result. Physical attacks can sometimes wake a character up, depending on how deeply asleep they are. Spells cannot waken a sleeping party member, even if they're taking damage. Cure sleepiness with the Tingle spell. Otherwise, sleep typically wears off after a few rounds.



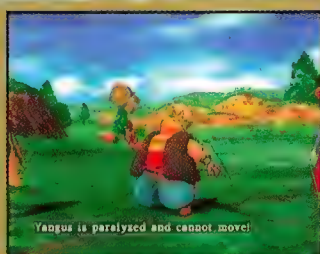
**Confusion:** When stars swirl around an ally's head, he cannot tell friend from foe. Confused characters may attack themselves or others. Confusion wears off after a few rounds, and sometimes abates when an enemy attacks.

### Enthral

Some monsters are capable of seducing or charming allies into not fighting. Enthralled characters usually have hearts swirling around their heads, and will not attack until the effect wears off.



**Paralysis:** Paralysis prevents the character from moving for several combat rounds, rendering him or her useless and vulnerable. Cure paralysis with the Tingle spell. It also wears off on its own, though you may be in for a long wait...



**Laughing/Dancing/Stun:** Many monsters do funny things to catch the party off-guard. A character who is laughing or dancing loses a turn. The effect doesn't last longer than one round.



**Knocked Down:** Some monsters strike so hard that they can knock an ally right on their backside. Allies who have the wind knocked out of them lose two to three turns before they can get back up.



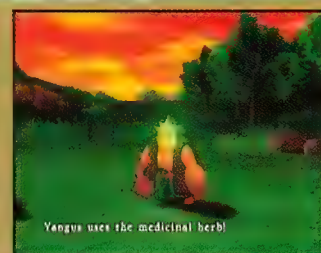
**Curse:** A Curse is an evil spell, often cast by the undead or the servants of darkness. It prevents characters from acting in battle for several turns.



**Illusion/Blind:** Characters blinded by light or enveloped in illusions cannot see as well as normal. Although these characters can act in battle, their ability to successfully attack and cast spells is greatly reduced, often resulting in a miss. Illusions and blindness wear off after several rounds, or at the end of battle.



**Critical:** When a character's HP drops low enough, they double over in pain between turns and their name changes from the normal white font to yellow. If their HP drops still lower, they crumple over even more and their name turns orange. When a character's HP falls to critical status, heal them as quickly as possible.



**Attribute Up/Down:** Certain spells, cast by enemies and allies alike, can raise or lower attributes such as attack, defence, and agility, improving or decreasing the combat abilities of the characters.

## VICTORY

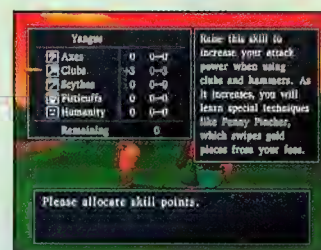
When the final monster falls, the party achieves victory. Experience points are awarded to all surviving party members, and all of the monsters drop a predetermined amount of gold coins. Some monsters will also randomly drop items. If a character has enough experience to increase in level, a special message is displayed along with a sound effect.



## LEARNING SPELLS AND SKILLS

Characters who level up at the end of a battle may learn new magic spells. They may also receive skill points, which you can assign to the character's weapon or personality skills. After adding skill points to any of the character's attributes, their skill level may increase. Sometimes a skill level increase allows the character to cause more damage with the specified weapon. Skill level increases also allow characters to learn new abilities.

Although we prefer to leave the allocation of skill points to your discretion, we suggest that you don't spread them out. If a character is equipped with a certain type of weapon, it may be best to increase the skill level of that type in order to achieve benefits in the short term. Therefore, the character becomes more powerful with the weapon in hand, rather than with a weapon type you don't yet own.





# FAREBURY REGION

## WORLD MAPS

## INFAMOUS MONSTERS



Axoraptor



Shortshooter



One Knight Stand



Pain in the Neck



Automaton Aviator

## MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Item Bag

## ITEMS FOUND

- 82 gold coins
- Boxer shorts
- Seed of life
- Mini medal
- Tool bag\*
- Holy water
- Seed of agility
- ?? Plain cheese (x8)
- ?? Cured cheese (x2)
- ?? Angel cheese (x2)
- ?? Mild cheese (x4)
- ?? Highly-strung cheese

\*Appears upon fulfilling special circumstances



### WATERFALL HUT

Explore the area to the south of the Waterfall Cave to find a path leading to an isolated residence on the hilltop overlooking the falls.



The eastern view from this area should prove interesting...

### THE LONE RED TREE

An isolated tree bearing red leaves grows on the rise near the eastern path. A perfect place for taking a nap...if you had the time.



An important item may appear at the base of this tree after you speak to a certain woodsman.

## MONSTER APPEARANCES

### FIELD—ANY TIME

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 2   | Candy cat | 10 | 0  | 2   | 2    |
| 3   | Lips      | 11 | 0  | 2   | 3    |

### FOREST—ANY TIME

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 1   | Slime      | 7  | 0  | 1   | 1    |
| 2   | Candy cat  | 10 | 0  | 2   | 2    |
| 6   | Capsicum   | 15 | 4  | 3   | 3    |
| 7   | Bunicorn   | 16 | 0  | 5   | 5    |
| 9   | Firespirit | 14 | 3  | 5   | 4    |

\*Appear only in southeastern portion of region.

### FIELD—DAY

| NO. | NAME        | HP | MP | EXP | GOLD |
|-----|-------------|----|----|-----|------|
| 1   | Slime       | 7  | 0  | 1   | 1    |
| 5   | Satyr       | 13 | 0  | 3   | 4    |
| 7   | Bunicorn    | 16 | 0  | 5   | 5    |
| *11 | Mecha-mynah | 9  | 4  | 5   | 8    |

### FIELD—NIGHT

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 4   | Dracky        | 10 | 0  | 2   | 3    |
| 9   | Firespirit    | 14 | 3  | 5   | 4    |
| 12  | Bubble slime  | 20 | 0  | 5   | 7    |
| 13  | Dancing devil | 20 | 0  | 7   | 10   |
| *17 | Beetleboy     | 16 | 0  | 12  | 10   |



# FAREBURY

Recommended Level: 1

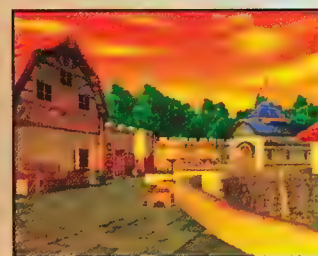
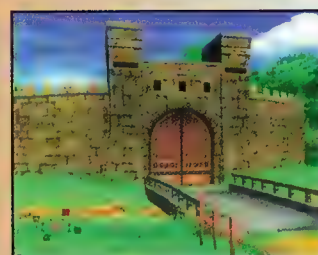
## AREA MAPS

### MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

### ITEMS FOUND

- 2 gold coins
- 3 gold coins
- 4 gold coins
- 4 gold coins
- 5 gold coins
- 7 gold coins
- 8 gold coins
- 10 gold coins
- 20 gold coins
- Medicinal herb
- Antidotal herb
- Holy water
- Plain clothes
- Plain clothes
- Chimaera wing
- Cypress stick
- Antidotal herb
- Medicinal herb
- Seed of defence
- Medicinal herb
- Leather shield
- Antidotal herb
- Medicinal herb
- Pot lid
- Medicinal herb
- Cypress stick
- Dagger
- Mini medal
- Thief's key recipe



### WEAPON SHOP LIST

| WEAPON        | COST (G) | EQUIP ON                     |
|---------------|----------|------------------------------|
| Cypress stick | 10G      | Hero                         |
| Oaken club    | 110G     | Yangus                       |
| Giant mallet  | 240G     | Yangus                       |
| Copper sword  | 270G     | Hero, *Jessica (knife skill) |
| Boomerang     | 420G     | Hero                         |

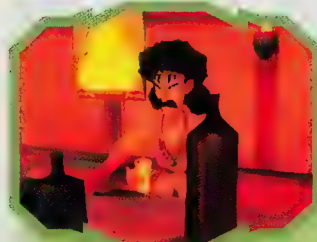
### ARMOUR SHOP LIST

| ARMOUR               | COST (G) | EQUIP ON                      |
|----------------------|----------|-------------------------------|
| Bandit's grass skirt | 35G      | Yangus                        |
| Wayfarer's clothes   | 70G      | Hero, Yangus, Jessica, Angelo |
| Leather armour       | 180G     | Hero, Angelo                  |
| Leather shield       | 70G      | Hero, Yangus, Angelo          |
| Leather hat          | 65G      | Hero, Yangus, Jessica, Angelo |

### ITEM SHOP LIST

| ITEM           | COST (G) | EQUIP ON                      |
|----------------|----------|-------------------------------|
| Medicinal herb | 8G       | N/A                           |
| Antidotal herb | 10G      | N/A                           |
| Chimaera wing  | 25G      | N/A                           |
| Plain clothes  | 30G      | Hero, Yangus, Jessica, Angelo |

## NOTEWORTHY LOCALS



### Kalderasha

Once a great fortune teller, people used to come from far and wide to obtain the legendary foresight and advice offered by "The Great Kalderasha."

However, his clairvoyant abilities have become less reliable over time. Is it simply that Kalderasha is losing his uncanny ability, or is there something else behind the sudden decline in the accuracy of his fortune telling?



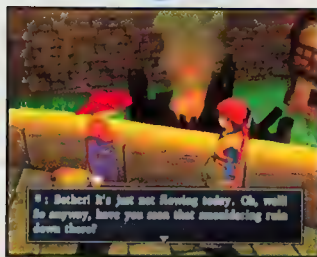
### Valentina

The sweet, caring daughter of Kalderasha lives with her father in the house near the town's well. Valentina is greatly concerned by the recent

decline in her father's fortune telling abilities. Although Kalderasha seems willing to pretend that his senses are as keen as ever, Valentina knows why her father's renowned abilities have waned.



## SEARCHING FOR MASTER RYLUS



Speak to every character in Farebury. Any one of them could be Master Rylus, or may know where he is.

Seeking to treat King Trode's malady by finding the culprit who is responsible, the journeying heroes make their first stop in the small, fortified town of Farebury. There, they hope to track down the legendary Master Rylus and gain his support in determining where the evil Dhoulmagus has fled. By speaking to the townsfolk of Farebury, the adventuring party can learn about Master Rylus and perhaps a few other interesting things, too.

## SHOPPING IN FAREBURY



The merchants in Farebury offer plenty of items and equipment to help get this journey started. The only problem is finding the gold coins to pay for it!

Farebury has many shops featuring various types of useful items and equipment. Unfortunately, the party only have a small amount of gold coins in their possession. Use some of those gold coins to purchase some **medicinal herbs**, available at the item shop just inside the main gate. Until the heroes acquire more gold coins, most of the equipment in Farebury will remain beyond your reach.

### BUYING FROM A MERCHANT

When attempting to purchase goods from a merchant, address him or her from the proper side of the counter. By approaching a shop clerk from behind the counter, he or she will only respond with friendly conversation.

## UNDER-THE-COUNTER ITEMS

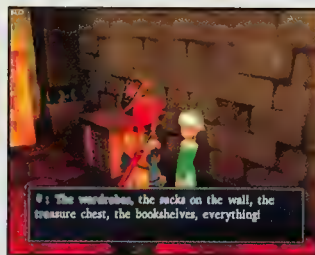
In one case, it is advisable that the party go behind the counter to speak to the clerk. Speak with the armour shop clerk from inside his marketplace stand. He offers an invaluable item for 500 gold. When the party acquires enough gold, return to Farebury and speak with him again. Pursuing this merchant's under-the-counter item may prove beneficial, so do whatever he says and follow any clues that he provides.



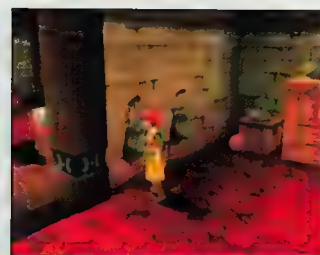
The armour shop clerk offers an especially rare item for a staggering price, but the reward for pursuing this item is definitely worth the cost!

## FINDING ITEMS

Note the inclusion of several **medicinal herbs** in the Items Found list at the start of this section, in addition to other valuable traveller commodities. To find items in Farebury, pick up and throw barrels and clay pots to reveal hidden goods. Enter the buildings and dwellings and open cabinets and treasure chests to find items as well. Lastly, don't forget to search inside bags hanging from the walls! Have fun searching and try to find all the items and gold coins listed in the Items Found list!



A young woman on the upper floor of the inn describes in detail how to search for items and gold.



Search inside bags hanging on the wall to find items and gold.

Farebury's pub has two entrances, as do many other shops in town. The back door of the establishment leads to the bartender's area, behind the counter. Make a point to search around the bartender's area to perhaps find some additional items.



Certain locked treasure chests in town require a special key to open them. Speak to everyone in town to learn clues about

## SAVING YOUR PROGRESS



Speak to the priest behind the altar during the day, or the nun standing off to the side at night, to access the Church menu.

Stop by the church and speak with the priest to open the Church menu. Use the "Confession (Save)" option to save your game to a memory card. Perilous times and dangerous creatures lie ahead, so saving the game is the best protection against having to replay large portions of the adventure again.

Several other options on the Church menu enable the player to seek the Goddess's aid in curing various status ailments inflicted during battle. The "Divination" option requests that the priest determine the number of Experience Points each character requires to reach the next level.

Don't forget to search all of the back rooms inside the church to find useful items and meet interesting people. It's also possible to ascend to the bell tower that overlooks all of Farebury!



The bell tower is empty for now, but an important clue will appear here after speaking to a certain someone in town...

## THE FORTUNE TELLER

After exploring every nook and cranny in Farebury, enter the pub and approach the counter. The rotund man to the right has some important information for visitors. The other man seated at the bar is Kalderasha, and whether the party knows it or not, they have business with him.



Approach Kalderasha to trigger a string of storyline events in Farebury.

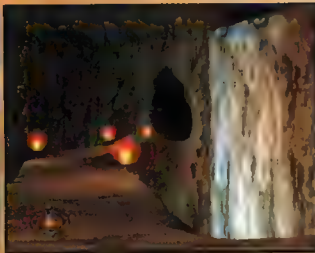


# WATERFALL CAVE

Recommended Level: 6

## ITEMS FOUND

-  Waterfall Cave map
-  Leather hat
-  Chimaera wing
-  Copper sword
-  Medicinal herb
-  ?? Crystal ball



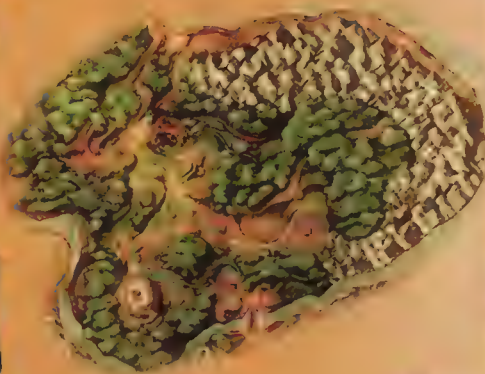
## AREA MAPS

### MAP KEY

-  Treasure Chest

## MONSTER APPEARANCES

| NO. | NAME             | HP | MP | EXP | GOLD |
|-----|------------------|----|----|-----|------|
| 1   | Slime            | 7  | 0  | 1   | 1    |
| 4   | Dracky           | 10 | 0  | 2   | 3    |
| 9   | Firespirit       | 14 | 3  | 5   | 4    |
| 10  | Mischievous mole | 15 | 0  | 4   | 5    |
| 11  | Mecha-mynah      | 9  | 4  | 5   | 8    |
| 12  | Bubble slime     | 20 | 0  | 5   | 7    |
| 13  | Dancing devil    | 20 | 0  | 7   | 10   |
| 15  | Skipper          | 21 | 5  | 12  | 10   |
| 22  | Hammerhood       | 33 | 0  | 21  | 9    |



MAP

WATERFALL CAVE

### Level 1



### Level 2



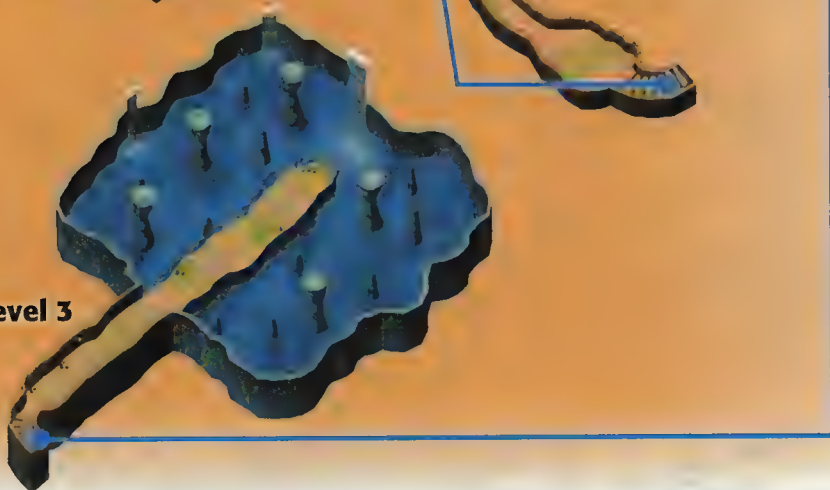
#### HAMMERHOOD GUARD

A hammerhood blocks the doorway on the second dungeon level. Speak to this monster to find out what it wants. With a little bravery, it's possible to get this monster to move from the path.



The hammerhood is slightly more powerful than other monsters inside the Waterfall Cave. This is the only appearance of a hammerhood in this area.

### Level 3





# ALEXANDRIA REGION

## WORLD MAPS

## INFAMOUS MONSTERS



Buffalo Bill



Family Doctor



Quick Silver

## MAP KEY

Treasure Chest



Slime earrings

Seed of strength

100 gold coins

Seed of life



## MONSTER APPEARANCES

### FIELD--ANY TIME

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 14  | Bodkin archer | 21 | 2  | 10  | 8    |
| 15  | Skipper       | 21 | 5  | 12  | 10   |
| 16  | Drackmage     | 19 | 6  | 9   | 7    |
| 19  | Funghoul      | 22 | 0  | 13  | 12   |
| 23  | Jailcat       | 29 | 6  | 19  | 8    |
| 27  | Spiked hare   | 42 | 0  | 30  | 13   |

### FOREST--ANY TIME

| NO. | NAME        | HP | MP | EXP | GOLD |
|-----|-------------|----|----|-----|------|
| 16  | Drackmage   | 19 | 6  | 9   | 7    |
| 17  | Beetleboy   | 16 | 0  | 12  | 10   |
| 19  | Funghoul    | 22 | 0  | 13  | 12   |
| 22  | Hammerhood  | 33 | 0  | 21  | 9    |
| 27  | Spiked hare | 42 | 0  | 30  | 13   |

### FIELD--DAY

| NO. | NAME        | HP | MP | EXP | GOLD |
|-----|-------------|----|----|-----|------|
| 11  | Mecha-mynah | 9  | 4  | 5   | 8    |
| 20  | Fencing fox | 25 | 8  | 20  | 16   |
| 22  | Hammerhood  | 33 | 0  | 21  | 9    |

### BEACH--ANY TIME

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 16  | Drackmage  | 19 | 6  | 9   | 7    |
| 24  | Frogface   | 36 | 6  | 20  | 13   |
| 237 | See urchin | 16 | 4  | 24  | 20   |
| 238 | Man o' war | 35 | 0  | 23  | 12   |
| 239 | Yabby      | 41 | 2  | 31  | 18   |

### FIELD--NIGHT

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 17  | Beetleboy | 16 | 0  | 12  | 10   |



# ALEXANDRIA

Recommended Level: 8

## AREA MAPS

### MAP KEY

-  Inn
-  Church
-  Armour Shop
-  Well
-  Weapon Shop

### ITEMS FOUND

-  5 gold coins
-  11 gold coins
-  18 gold coins
-  Medicinal herb
-  Holy water
-  Chimaera wing
-  Plain cheese
-  Wayfarer's clothes
-  Seed of magic
-  Moonwort bulb
-  Jessica's outfit
-  Jessica's letter

### WEAPON SHOP LIST

| WEAPON       | COST (G) | EQUIP ON                     |
|--------------|----------|------------------------------|
| Oaken club   | 110G     | Yangus                       |
| Giant mallet | 240G     | Yangus                       |
| Copper sword | 270G     | Hero, *Jessica (knife skill) |
| Boomerang    | 420G     | Hero                         |
| Stone axe    | 550G     | Yangus                       |

### ARMOUR SHOP LIST

| ARMOUR         | COST (G) | EQUIP ON                      |
|----------------|----------|-------------------------------|
| Leather kilt   | 220G     | Yangus                        |
| Scale armour   | 350G     | Hero, Angelo                  |
| Scale shield   | 180G     | Hero, Yangus, Jessica, Angelo |
| Medicinal herb | 8G       | N/A                           |
| Holy water     | 20G      | N/A                           |
| Chimaera wing  | 25G      | N/A                           |



AREA 1

ALEXANDRIA  
25000



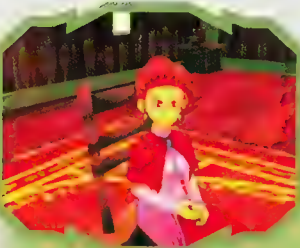
## NOTEWORTHY LOCALS



### Bangerz

Bangerz is a rascally youth who seems to have designated himself as the official town guard. Although he displays a natural animosity toward

outsiders, he greatly favors Jessica Albert and anyone associated with her.



### Rosalind

Rosalind is the mother of Jessica Albert. Her family is currently in mourning following a tragic loss. For this reason, she does not want Jessica to leave the family estate in Alexandria.



### Mash

Mash is basically Bangerz's accomplice, which makes him second in command behind Alexandria's self-appointed guard. He follows Bangerz just about anywhere, except out of town.

## RECENT TRAGEDY IN ALEXANDRIA

Although the official "welcome" here may come as quite a surprise, speak to all of the citizens and merchants of Alexandria to learn about the recent events that have unfolded regarding the town's most prominent family, the Alberts. After doing so, walk up the nearby hill and enter the mansion.



Most of the citizens are very knowledgeable regarding recent events in the area, plus they all seem to know about the long history of the Albert family.

Find out more facts by speaking to the staff of the mansion, and Rosalind and Lorenzo on the second floor. Bangerz and Mash guard the door to Jessica's quarters and refuse to allow anyone inside. This means that there must be another method of entry. Head through the northwest door of the mansion and ascend to the attic. Speak to the maid there to view a telling clue.



Search the attic walls for a way to continue exploring the mansion in Alexandria.

# TOWER OF ALEXANDRIA

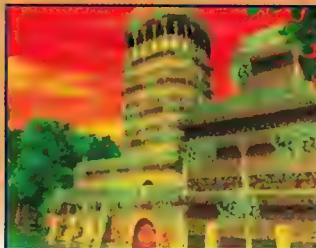
Recommended Level: 9

## ITEMS FOUND

- 7 gold coins
- 11 gold coins
- 22 gold coins
- Tower of Alexandria map
- Medicinal herb
- Medicinal herb
- Moonwort bulb
- Seed of agility
- Seed of strength
- Scale shield
- Antidotal herb
- ?? (item not found until later)

## MONSTER APPEARANCES

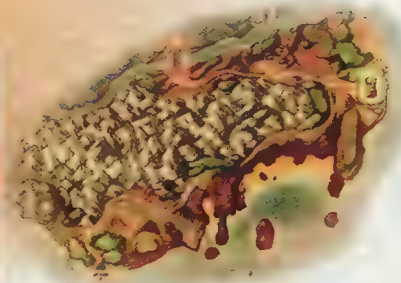
| NO. | NAME         | HP | MP | EXP | GOLD |
|-----|--------------|----|----|-----|------|
| 12  | Bubble slime | 20 | 0  | 5   | 7    |
| 16  | Drackmage    | 19 | 6  | 9   | 7    |
| 17  | Beetleboy    | 16 | 0  | 12  | 10   |
| 18  | Imp          | 28 | 0  | 15  | 11   |
| 19  | Funghoul     | 22 | 0  | 13  | 12   |
| 21  | Healslime    | 24 | 12 | 18  | 13   |
| 24  | Frogface     | 36 | 6  | 20  | 13   |



## AREA MAPS

## MAP KEY

- Treasure Chest
- Breakable Pot
- Breakable Barrel





Level 6

Level 5

### HIDEOUS FACES

Upon reaching the third level, it may seem as if there is no way to proceed beyond the bars blocking the central archway in the room.



Examine the smirking faces engraved on the dividing wall to reveal a means to progress.

Level 4

Level 3

Level 3

Level 2

Level 1

Level 1

Level 7

### WATCH YOUR STEP!

Note that the bridge on the upper level of the outer grounds area lacks a railing in the middle section. If the heroes fall over the edge, they will be forced to make their way through the entire area all over again!



Warning! It's a shame that the Tower of Alexandria has a bridge that lacks a railing in the middle section. If the heroes fall over the edge, they will be forced to make their way through the entire area all over again!

Tower of Alexandria

START



## Recommended Level: 11

## MAP KEY

- |                                                                                                 |                                                                                            |
|-------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
|  Inn         |  Church |
|  Armour Shop |  Pub    |
|  Weapon Shop |  Well   |
|  Item Shop   |                                                                                            |

## Items Found

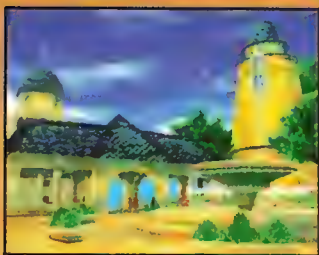
- Chimaera wing 17 gold coins
- Medicinal herb Holy water
- Seed of wisdom

### Iron Shop List

|                | COST (G) |
|----------------|----------|
| Medicinal herb | 8G       |
| Antidotal herb | 10G      |
| Holy water     | 20G      |
| Chimaera wing  | 25G      |

### Armour/Weapon Shop List

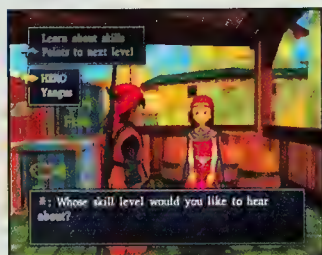
| Item            | Cost | Equip On                      |
|-----------------|------|-------------------------------|
| Stone axe       | 550G | Yangus                        |
| Iron lance      | 750G | Hero                          |
| Farmer's scythe | 910G | Yangus                        |
| Leather kilt    | 220G | Yangus                        |
| Scale armour    | 350G | Hero, Angelo                  |
| Scale shield    | 180G | Hero, Yangus, Jessica, Angelo |





## WISE WOMEN OF SKILLS

Speak to the two women standing underneath the awning near the armour/weapon shop (during the day or night) to learn a few tips regarding weapons, each character's different skills, and allocation of skill points when characters level up.



Speak to either woman underneath the awning for tips on how to improve character attacks and abilities.

### MONSTER MESSAGE

Find and speak to a friendly monster located somewhere in Port Prospect. What this monster has to say could prepare the heroes for the rough waters ahead...



## PORT PROSPECT'S HERB MERCHANT

During the daytime, a young lady stands on the path between the market portion of town and the lighthouse where the pub is located. Speak to her to learn that she sells an unknown type of herb for 10G. Choosing to buy one from her turns out to be either a great deal, or a waste of money. She may sell a medicinal herb (which is usually cheaper at any item shop), or she may hand over more valuable herbs. If the heroes have any spare gold, purchase some herbs from this woman to see if any bargains are available.



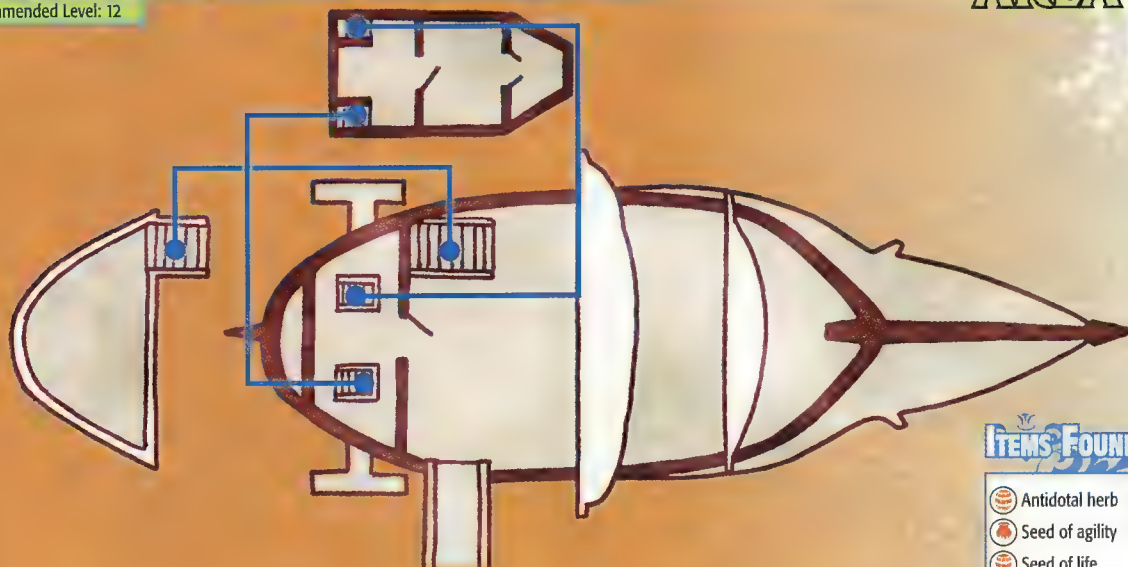
Find the young woman standing in front of the lighthouse during the daytime and try your luck at buying herbs.

ATLAS

ALEXANDER'S RECORD

## FERRY

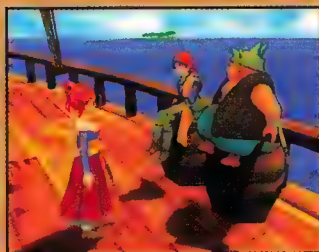
Recommended Level: 12



## AREA MAPS

### ITEMS FOUND

- |                 |                |
|-----------------|----------------|
| Antidotal herb  | 12 gold coins  |
| Seed of agility | Medicinal herb |
| Seed of life    | 10 gold coins  |
| Medicinal herb  | Bronze knife   |
| Pot lid         |                |



### CROSSING THE WATER

If the trip from Port Prospect to Peregrin Quay seems to be taking a long time, seek out and speak to King Trode. He has a wonderful new device to reveal!





# MAELLA REGION

## WORLD MAPS

### MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

### ITEMS FOUND

- Magic water
- Seed of strength
- Stone axe
- Seed of wisdom
- Feathered cap
- Bunny tail
- Seed of magic
- Mini medal

## INFAMOUS MONSTERS



Mullet Mallet

Bricklayer

Ho low Knight

Root of Evil

Peregrin Quay

Maella Abbey

Simpleton

### MONSTER APPEARANCES

#### FIELD—ANY TIME

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 8   | She-slime | 18 | 0  | 8   | 6    |
| 26  | Winky     | 40 | 0  | 32  | 12   |
| 28  | Chainine  | 38 | 0  | 36  | 11   |

#### FOREST—ANY TIME

| NO. | NAME              | HP | MP | EXP | GOLD |
|-----|-------------------|----|----|-----|------|
| 28  | Chainine          | 38 | 0  | 36  | 11   |
| 29  | Giant moth        | 36 | 6  | 37  | 12   |
| 30  | Dingaling         | 28 | 4  | 31  | 16   |
| 31  | Jargon            | 73 | 0  | 64  | 32   |
| 33  | Bullfinch         | 40 | 0  | 30  | 14   |
| 38  | Morphean mushroom | 45 | 0  | 40  | 11   |

#### FIELD—DAY

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 30  | Dingaling | 28 | 4  | 31  | 16   |
| 31  | Jargon    | 73 | 0  | 64  | 32   |
| 33  | Bullfinch | 40 | 0  | 30  | 14   |

#### NORTHEASTERN AREA—ANY TIME

| NO. | NAME              | HP | MP | EXP | GOLD |
|-----|-------------------|----|----|-----|------|
| 37  | Scorpion          | 40 | 4  | 42  | 8    |
| 38  | Morphean mushroom | 45 | 0  | 40  | 11   |
| 39  | Brownie           | 53 | 0  | 43  | 12   |
| 45  | Hell hornet       | 37 | 0  | 51  | 12   |
| 49  | Treeface          | 64 | 0  | 67  | 23   |

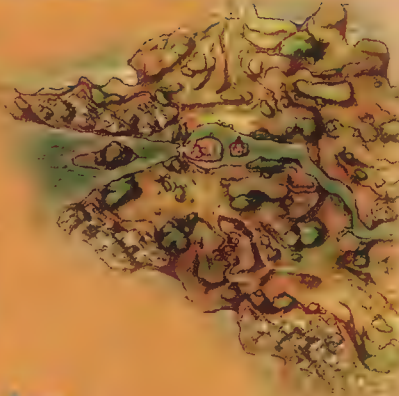
#### FIELD—NIGHT

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 25  | Lump mage  | 38 | 12 | 31  | 18   |
| 29  | Giant moth | 36 | 6  | 37  | 12   |



# PEREGRIN QUAY

Recommended Level: 12



## AREA MAPS

### MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub

### ITEMS FOUND

- 8 gold coins
- 200 gold coins
- Chimaera wing
- Boomerang
- Antidotal herb
- Mini medal
- Seed of defence
- Seed of magic
- Leather kilt
- Medicinal herb
- Medicinal herb
- Iron nail
- Oaken club

### ITEM SHOP LIST

| ITEM           | COST (G) |
|----------------|----------|
| Medicinal herb | 8G       |
| Antidotal herb | 10G      |
| Holy water     | 20G      |
| Chimaera wing  | 25G      |

### ITEM SHOP LIST\*

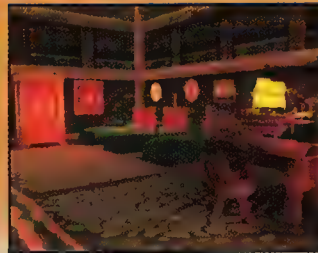
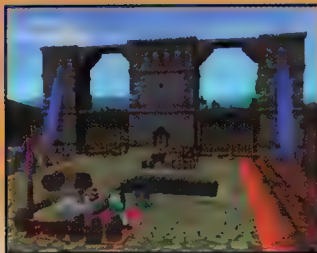
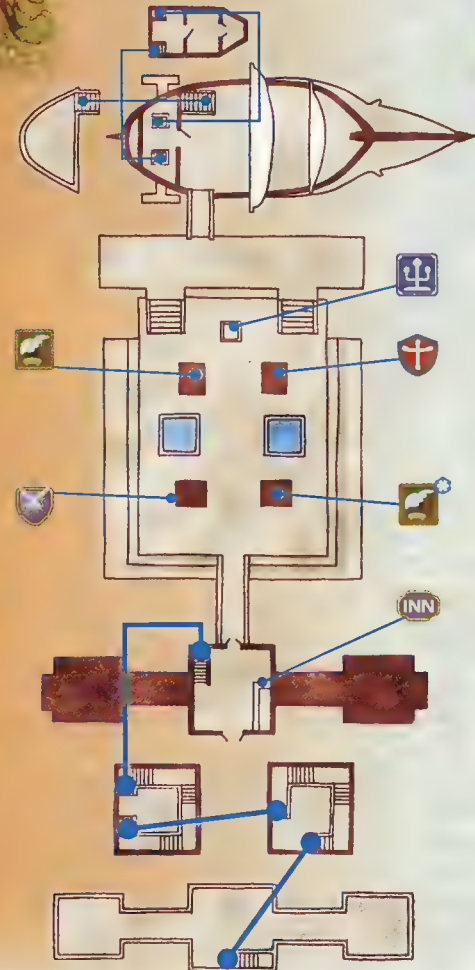
| ITEM           | COST (G) | EQUIP ON                      |
|----------------|----------|-------------------------------|
| Cypress stick  | 10G      | Hero                          |
| Pot lid        | 40G      | Yangus, Jessica               |
| Bandana        | 45G      | Hero                          |
| Hairband       | 150G     | Jessica                       |
| Slime earrings | 400G     | Hero, Yangus, Jessica, Angelo |

### WEAPON SHOP LIST

| WEAPON          | COST (G) | EQUIP ON |
|-----------------|----------|----------|
| Bronze knife    | 150G     | Jessica  |
| Thorn whip      | 350G     | Jessica  |
| Iron lance      | 750G     | Hero     |
| Farmer's scythe | 910G     | Yangus   |

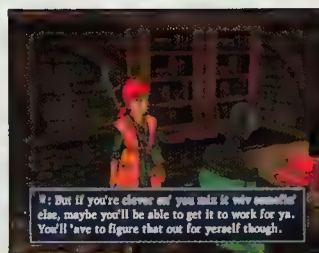
### ARMOUR SHOP LIST

| ARMOUR       | COST (G) | EQUIP ON                      |
|--------------|----------|-------------------------------|
| Scale armour | 350G     | Hero, Angelo                  |
| Silk robe    | 420G     | Jessica, Angelo               |
| Chain mail   | 500G     | Yangus                        |
| Scale shield | 180G     | Hero, Yangus, Jessica, Angelo |
| Pointy hat   | 70G      | Yangus                        |



## THE THIEF'S KEY

Enter the inn and speak to the traveller seated at the table. The man gives an **iron nail** to the party. Combine this item with a bronze knife in the alchemy pot and let the ingredients bubble for a while. Spend the interim speaking with other townsfolk, or proceed through the inn into the wilds of the Maella region to battle new enemies. If you choose the latter course of action, we strongly recommend setting out at dawn rather than at night, because the enemies are much tougher on the new continent!



Speak to the traveller from Port Prospect, now seated inside the inn, to obtain a vital alchemy pot item.

While continuing to play, listen for the chime of the alchemy pot. When the chime sounds, open the pot, wherein the party will have concocted the **thief's key**. This special key opens many of the locked chests encountered throughout the game, especially on the field map. Remember that there were some locked chests as far back as Farebury...



The thief's key opens many, but not all, of the locked treasure chests in the world.





## ALCHEMY POT TIPS: STARTER RECIPES

After making the thief's key, do not let the alchemy pot sit idle just because you do not know any recipes. A wide variety of weapon and armour upgrades can be created to make the characters a little bit stronger, while saving a nice chunk of gold in the meantime.

Kick things off with new hats for everyone. By combining a leather hat with a chimaera wing you can make a **feathered cap** (Defence 9). Combine two bandanas to make a **turban** (Defence 8). Stick a bunny tail (dropped randomly by local enemies) onto a hairband to make Jessica some **bunny ears** (Defence 14).

Boost your defence even more by giving the Hero or Yangus a sturdy new shield. Throw a leather shield and a bronze knife into the alchemy pot, and out comes a **bronze shield** (Defence 10).

Whip together a few new weapons, too. Upgrade Jessica's leather whip to a **snakeskin whip** (Attack 23) by combining it with a scale shield, resulting in a significant power upgrade and creating a rare item not sold in any shops. Combine two farmer's scythes to make a powerful and pricey **iron axe** (Attack 38).

You can sell any one of these items for much more than the cost of its ingredients. So there's no reason not to keep cranking out these items for profit! When no other ingredients are on hand, just toss a pair of medicinal herbs into the pot to produce more powerful doses of **strong medicine**.

### RECIPE SUMMARIES

Turban = bandana + bandana

Bunny ears = hairband + bunny tail

Feathered cap = leather hat + chimaera's wing

Bronze shield = leather shield + bronze knife

Snakeskin whip = leather whip + scale shield

Iron axe = farmer's scythe + farmer's scythe

Strong medicine = medicinal herb + medicinal herb

## THE CLOSED ITEM SHOP

After creating the thief's key, help the man in the market area who was having trouble opening treasure chests. The equipment he sells may not seem very advantageous at this point in the game, however, such things may prove very useful now that the alchemy pot is at your disposal...



Use the thief's key to open the locked chests in the marketplace area. The merchant then opens a shop selling items useful in the alchemy pot.

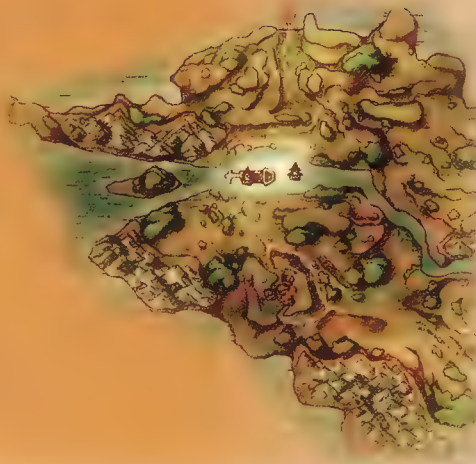
# MAELLA ABBEY

Recommended Level: 12



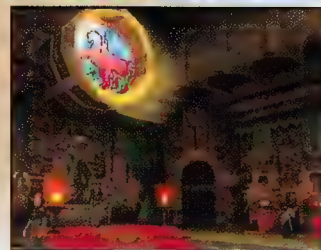
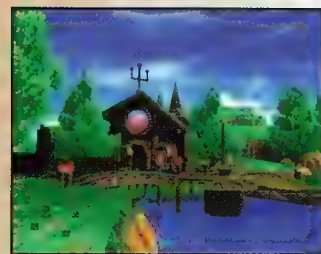
### ITEMS FOUND

- |               |            |
|---------------|------------|
| 26 gold coins | Mini medal |
| Holy water    | Mini medal |
| Mini medal    | World map  |

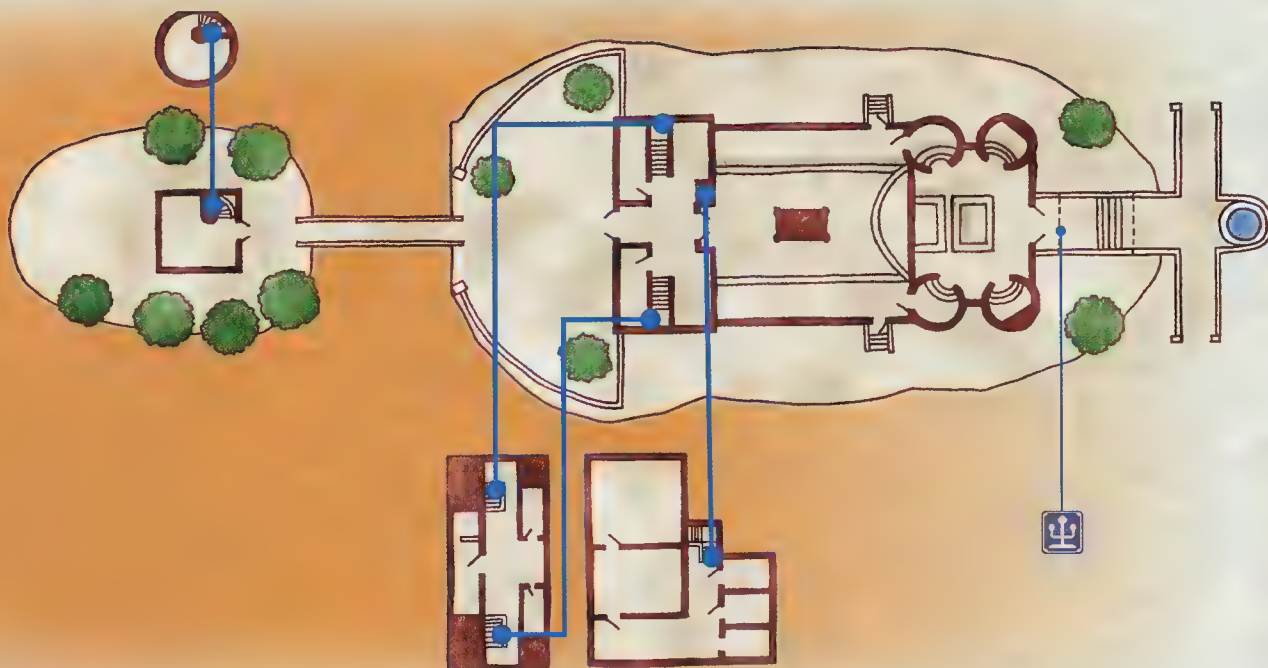


## AREA MAPS MAP KEY

Church







## NOTEWORTHY LOCALS



### Marcello

The Captain of the holy order of the Templars commands his men with a mixture of fear and respect. All save Angelo, a Templar who often

disregards Marcello's orders and threats, even to the point of outright lying to Marcello's face. The Templar Captain has a peculiar air about him. Although he appears to be benevolent and—at times—even helpful to the party, he may be someone to keep an eye on.

### Abbot Francisco

The Abbot of Maella would appear to be somewhat reclusive, living in a little mansion on a small island surrounded by a moat behind Maella Abbey. But this is not the summary of his character; he is in fact quite fond of secondhand jokes and bad puns. The books in the private library within his dwelling contain jokes and witticisms reflecting the lowbrow nature of his humor. Yet Abbot Francisco remains a good natured and benevolent holy man, having taken in and raised orphans such as Angelo and Marcello, as well as most of the Templars. If the heroes can find a means to appease the Abbot's scores of fervent bodyguards, perhaps he can shed some light on Dhoulmagus's plans.

## LIFE AMONG THE TEMPLARS

Proceed through the abbey to an enclosed courtyard. Approach the double doors at the end of the outdoor area where two guards stand. The guards become threatening and even violent in their efforts to prevent the party from entering the Templar's area and visiting the Abbot. It looks like the heroes may need assistance from someone inside the Templar group. Perhaps such a person could be found in one of the nearby towns?



*The guards refuse to allow the party access to the Templar's dorms and Abbot Francisco's residence.*

771A1

MAELLA ABBEY



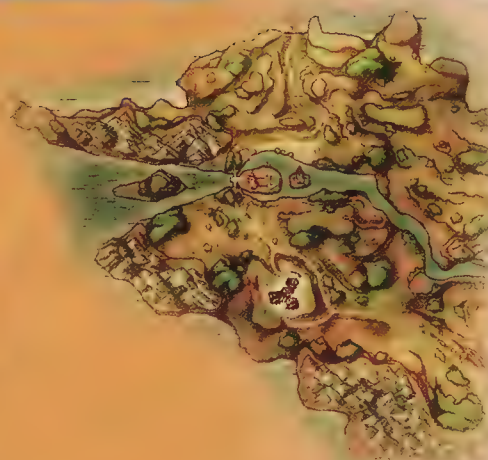
# SIMPLETON

Recommended Level: 13

## AREA MAPS

### MAP KEY

-  Inn
-  Item Shop
-  Armour Shop
-  Church
-  Weapon Shop
-  Pub



### ITEMS FOUND

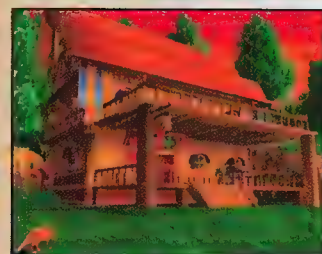
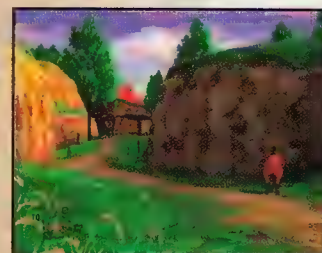
-  6 gold coins
-  ?? Templar's ring
-  Mini medal

### WEAPON SHOP LIST

| WEAPON         | COST (G) | EQUIP ON        |
|----------------|----------|-----------------|
| Rapier         | 300G     | Angelo          |
| Thorn whip     | 350G     | Jessica         |
| Wizard's staff | 1300G    | Jessica, Angelo |
| Long spear     | 1700G    | Hero            |
| Sledgehammer   | 1700G    | Yangus          |

### ITEM SHOP LIST

| ITEM           | COST (G) | EQUIP ON     |
|----------------|----------|--------------|
| Medicinal herb | 8G       | N/A          |
| Antidotal herb | 10G      | N/A          |
| Holy water     | 20G      | N/A          |
| Chimaera wing  | 25G      | N/A          |
| Chain mail     | 500G     | Yangus       |
| Turban         | 410G     | Hero, Yangus |



## WHERE THE SIMPLE FOLK LIVE

The weapon and item shops are located on the upper level of the pub. Speak to the two men seated at the table near the bunny girl waitress (she's close to the dumb waiter) to learn about the Simpleton economy and to view their list of available items.



The merchants on the upper level of the pub have items for sale.

## WANT TO BE STARTING SOMETHING?

Trouble seems to be brewing in the pub. Speak to the men gathered around the table in the corner of the downstairs level to initiate a chain of events that eventually forces the heroes outside. After receiving a special item, the party will be able to explore sections of the Templar's dormitory in Maella Abbey that were previously inaccessible.



Speak to the man seated across the table from the thugs depicted in this screenshot to get the ball rolling in Simpleton.



## Recommended Level: 14

| NO. | NAME           | HP | MP       | EXP  | GOLD |
|-----|----------------|----|----------|------|------|
| 32  | Drackyma       | 33 | 6        | 28   | 9    |
| 33  | Bullfinch      | 40 | 0        | 30   | 14   |
| 34  | Bag o' laughs  | 34 | 10       | 35   | 25   |
| 35  | Skeleton       | 46 | 3        | 41   | 15   |
| 36  | Metal slime    | 4  | Infinite | 1350 | 5    |
| 40  | Flyguy         | 39 | 8        | 44   | 16   |
| 44  | Mummy boy      | 73 | 0        | 55   | 9    |
| 52  | Walking corpse | 94 | 0        | 59   | 11   |
| 62  | Cannibox       | 61 | 12       | 76   | 110  |

|                                                                                                         |                                                                                                       |
|---------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
|  Waterweed<br>mould      |  Mini medal          |
|  Mini medal              |  50 gold coins       |
|  Iron nail               |  Ruined Abbey<br>map |
|  Bandit's grass<br>skirt |  Bronze shield       |
|                                                                                                         |  Cannibox            |

|    |                |    |    |    |     |
|----|----------------|----|----|----|-----|
| 52 | Walking corpse | 94 | 0  | 59 | 11  |
| 62 | Cannibox       | 61 | 12 | 76 | 110 |

**Items Found**

- Waterweed mould
- Mini medal
- 50 gold coins
- Ruined Abbey map
- Iron nail
- Bronze shield skirt
- Bandit's grass skirt
- Cannibox

**Level 1**

**Level 2**

**Level 3**

**Level 3**

**ALCHEMY POT TIPS**

**INGREDIENTS IN THE**

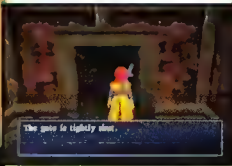
There are two key alchemy pot ingredients in the Abbey. One is the iron nail and the other is the bandit's grass skirt. You obtain these by defeating the bandits in the Abbey.

Occasionally, a metal slime may appear with groups of enemies within the Ruined Abbey. Causing damage to them is extremely difficult, but try anyhow. If you can manage to defeat a metal slime before it runs away, each party member receives a huge amount of experience!



*Avoid defeating other monsters before fighting the metal slimes. If left alone, metal slimes will flee.*

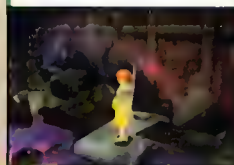
You can only open the tightly shut door that separates the two sections of Level 3 from the north side. If your party is on the south side of the door, you can return to Level 2 and use the ladder to explore the north side of Level 3.



The door that separates the two sections of level B3F can only be opened from the north side.

-  Treasure Chest
-  Treasure Chest, requires thief's key
-  Breakable Pot
-  Breakable Barrel
-  Cabinet

Each step taken through the purplish sludge that divides the large chamber on Level 4 causes damage to all party members. However, it's possible to use the debris strewn about the room to safely navigate from one side of the chamber to the other. Don't slip!



Use the directional button to walk slowly over the wreckage. Avoid falling into the muck or the entire party suffers damage.

## ALCHEMY POT TIPS: INGREDIENTS IN THE RUINED ABBEY

There are two key alchemy pot ingredients located inside the Ruined Abbey. One is the iron nail and the other is the gold rosary, which you obtain upon defeating the boss inside the dungeon. Use them to produce some significant weapon upgrades for the Hero.

If you spent the Hero's skill points on boomerang skills, then combine the iron nail with a boomerang to produce a **reinforced boomerang** (Attack 32). If you allocated skill points to the Hero's Spear ability instead, then mixing the gold rosary with a long spear will produce an equally exciting weapon, the **holy lance** (Attack 39).

## RECIPE SUMMARIES

Reinforced boomerang = boomerang + iron nail

Holy lance = long spear + gold rosary



# KINGDOM OF ASCANTHA

## WORLD MAPS

## INFAMOUS MONSTERS



Sharpshooter



Little Nipper



Fantom of Chopera

## MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

## ITEMS FOUND

- 154 gold coins
- Chain mail
- Seed of life
- 230 gold coins
- Seed of defence
- Seed of agility
- Fresh milk (x5)
- Mini medal
- Steel broadsword
- Agility ring
- Seed of magic
- Mini medal
- Silk robe



### RIVERSIDE CHAPEL

This church on the eastern side of the bridge is also the site of the cheapest resting spot in the country.



### RIVERSIDE COTTAGE

The small cottage on the western bank of the river that divides the Kingdom of Ascantha is the homestead of an elderly lady whose beloved granddaughter serves the King of Ascantha. This is important information to remember later on.



Interact with the citizens on the outskirts of the Kingdom of Ascantha.

## MONSTER APPEARANCES

### WEST OF RIVER—FIELD, DAY

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 8   | She-slime     | 18 | 0  | 8   | 6    |
| 21  | Healslime     | 24 | 12 | 18  | 13   |
| 31  | Jargon        | 73 | 0  | 64  | 32   |
| 34  | Bag o' laughs | 34 | 10 | 35  | 25   |
| 39  | Brownie       | 53 | 0  | 43  | 12   |
| 41  | Puppeteer     | 75 | 12 | 45  | 21   |
| 46  | Pan piper     | 48 | 0  | 54  | 18   |

### EMBANKMENT—ANY TIME

| NO. | NAME          | HP | MP       | EXP  | GOLD |
|-----|---------------|----|----------|------|------|
| 36  | Metal slime   | 4  | Infinite | 1350 | 5    |
| 50  | Kisser        | 49 | 0        | 53   | 15   |
| 236 | Khalamari kid | 44 | 0        | 37   | 9    |
| 237 | See urchin    | 16 | 4        | 24   | 20   |
| 240 | King kelp     | 86 | 8        | 56   | 16   |

### EAST OF RIVER—FOREST, ANY TIME

| NO. | NAME        | HP | MP | EXP | GOLD |
|-----|-------------|----|----|-----|------|
| 37  | Scorpion    | 40 | 4  | 42  | 8    |
| 39  | Brownie     | 53 | 0  | 43  | 12   |
| 45  | Hell hornet | 37 | 0  | 51  | 12   |
| 49  | Treeface    | 64 | 0  | 67  | 23   |
| 51  | Diemon      | 64 | 10 | 58  | 19   |

### WEST OF RIVER—FIELD, NIGHT

| NO. | NAME              | HP | MP | EXP | GOLD |
|-----|-------------------|----|----|-----|------|
| 21  | Healslime         | 24 | 12 | 18  | 13   |
| 29  | Giant moth        | 36 | 6  | 37  | 12   |
| 38  | Morphean mushroom | 45 | 0  | 40  | 11   |
| 40  | Flyguy            | 39 | 8  | 44  | 16   |
| 43  | Night sneaker     | 52 | 12 | 52  | 20   |
| 44  | Mummy boy         | 73 | 0  | 55  | 9    |
| 47  | Slime knight      | 52 | 4  | 55  | 22   |

### EAST OF RIVER—FIELD, ANY TIME

| NO. | NAME         | HP | MP | EXP | GOLD |
|-----|--------------|----|----|-----|------|
| 21  | Healslime    | 24 | 12 | 18  | 13   |
| 47  | Slime knight | 52 | 4  | 55  | 22   |

### EAST OF RIVER—FIELD, NIGHT

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 43  | Night sneaker | 52 | 12 | 52  | 20   |
| 44  | Mummy boy     | 73 | 0  | 55  | 9    |
| 50  | Kisser        | 49 | 0  | 53  | 15   |

### NORTH OF RIVER—FIELD, ANY TIME

| NO. | NAME             | HP | MP       | EXP | GOLD |
|-----|------------------|----|----------|-----|------|
| 48  | Clockwork cuckoo | 32 | 0        | 56  | 31   |
| 51  | Diemon           | 64 | 10       | 58  | 19   |
| 53  | Fat bat          | 52 | 5        | 61  | 9    |
| 56  | Chimaera         | 54 | 6        | 64  | 12   |
| 79  | Boh              | 80 | Infinite | 65  | 16   |

### WEST OF RIVER—FOREST, ANY TIME

| NO. | NAME              | HP | MP | EXP | GOLD |
|-----|-------------------|----|----|-----|------|
| 27  | Spiked hare       | 42 | 0  | 30  | 13   |
| 32  | Drackyma          | 33 | 6  | 28  | 9    |
| 38  | Morphean mushroom | 45 | 0  | 40  | 11   |
| 39  | Brownie           | 53 | 0  | 43  | 12   |
| 45  | Hell hornet       | 37 | 0  | 51  | 12   |
| 47  | Slime knight      | 52 | 4  | 55  | 22   |
| 78  | Mum               | 65 | 20 | 68  | 25   |

### EAST OF RIVER—FIELD, DAY

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 26  | Winky     | 40 | 0  | 32  | 12   |
| 39  | Brownie   | 53 | 0  | 43  | 12   |
| 41  | Puppeteer | 75 | 12 | 45  | 21   |
| 78  | Mum       | 65 | 20 | 68  | 25   |
| 80  | Jum       | 75 | 10 | 60  | 4    |
| 81  | Boe       | 68 | 10 | 59  | 4    |

### NORTH OF RIVER—FOREST, ANY TIME

| NO. | NAME             | HP | MP | EXP | GOLD |
|-----|------------------|----|----|-----|------|
| 48  | Clockwork cuckoo | 32 | 0  | 56  | 31   |
| 49  | Treeface         | 64 | 0  | 67  | 23   |
| 51  | Diemon           | 64 | 10 | 58  | 19   |
| 53  | Fat bat          | 52 | 5  | 61  | 9    |
| 56  | Chimaera         | 54 | 6  | 64  | 12   |



| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 16  | Drackmage     | 19 | 6  | 9   | 7    |
| 50  | Kisser        | 49 | 0  | 53  | 15   |
| 236 | Khalamari kid | 44 | 0  | 37  | 9    |
| 239 | Yabby         | 41 | 2  | 31  | 18   |
| 240 | King kelp     | 86 | 8  | 56  | 16   |

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 16  | Drackmage     | 19 | 6  | 9   | 7    |
| 50  | Kisser        | 49 | 0  | 53  | 15   |
| 236 | Khalamari kid | 44 | 0  | 37  | 9    |
| 239 | Yabby         | 41 | 2  | 31  | 18   |
| 240 | King kelp     | 86 | 8  | 56  | 16   |

| NO. | NAME          | HP | MP       | EXP | GOLD |
|-----|---------------|----|----------|-----|------|
| 21  | Healslime     | 24 | 12       | 18  | 13   |
| 41  | Puppeteer     | 75 | 12       | 45  | 21   |
| 42  | Bodkin bowyer | 48 | Infinite | 43  | 17   |
| 46  | Pan piper     | 48 | 0        | 54  | 18   |
| 47  | Slime knight  | 52 | 4        | 55  | 22   |
| 79  | Boh           | 80 | Infinite | 65  | 16   |

| NO. | NAME          | HP | MP       | EXP | GOLD |
|-----|---------------|----|----------|-----|------|
| 21  | Healslime     | 24 | 12       | 18  | 13   |
| 41  | Puppeteer     | 75 | 12       | 45  | 21   |
| 42  | Bodkin bowyer | 48 | Infinite | 43  | 17   |
| 46  | Pan piper     | 48 | 0        | 54  | 18   |
| 47  | Slime knight  | 52 | 4        | 55  | 22   |
| 79  | Boh           | 80 | Infinite | 65  | 16   |

| No. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 21  | Healslime     | 24 | 12 | 18  | 13   |
| 34  | Bag o' laughs | 34 | 10 | 35  | 25   |
| 35  | Skeleton      | 46 | 3  | 41  | 15   |
| 43  | Night sneaker | 52 | 12 | 52  | 20   |
| 44  | Mummy boy     | 73 | 0  | 55  | 9    |
| 50  | Kisser        | 49 | 0  | 53  | 15   |

| No. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 21  | Healslime     | 24 | 12 | 18  | 13   |
| 34  | Bag o' laughs | 34 | 10 | 35  | 25   |
| 35  | Skeleton      | 46 | 3  | 41  | 15   |
| 43  | Night sneaker | 52 | 12 | 52  | 20   |
| 44  | Mummy boy     | 73 | 0  | 55  | 9    |
| 50  | Kisser        | 49 | 0  | 53  | 15   |

| NO | NAME        | HP | MP | EXP | GOLD |
|----|-------------|----|----|-----|------|
| 8  | She-slime   | 18 | 0  | 8   | 6    |
| 45 | Hell hornet | 37 | 0  | 51  | 12   |
| 49 | Treeface    | 64 | 0  | 67  | 23   |
| 50 | Kisser      | 49 | 0  | 53  | 15   |
| 51 | Diemon      | 64 | 10 | 58  | 19   |

| NO | NAME        | HP | MP | EXP | GOLD |
|----|-------------|----|----|-----|------|
| 8  | She-slime   | 18 | 0  | 8   | 6    |
| 45 | Hell hornet | 37 | 0  | 51  | 12   |
| 49 | Treeface    | 64 | 0  | 67  | 23   |
| 50 | Kisser      | 49 | 0  | 53  | 15   |
| 51 | Diemon      | 64 | 10 | 58  | 19   |

Examine the cows grazing in the Kingdom of Ascantha and around the world to obtain **fresh milk**, a healthy source of calcium and also a useful item in the creation of various cheeses!



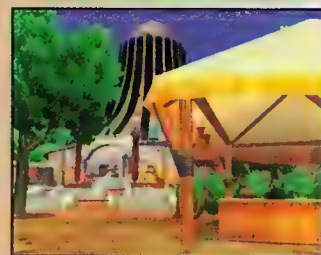
*Cows aren't just for tipping anymore!*

**Recommended Level: 15**



## MAP KEY

- |                                                                                                 |                                                                                            |
|-------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
|  Inn         |  Church |
|  Armour Shop |  Pub    |
|  Weapon Shop |  Well   |
|  Item Shop   |                                                                                            |



## NEWS FOUND

- |                                                                                   |               |                                                                                     |                |
|-----------------------------------------------------------------------------------|---------------|-------------------------------------------------------------------------------------|----------------|
|  | Rennet powder |  | Mini medal     |
|  | 42 gold coins |  | Medicinal herb |
|  | Plain clothes |  | Red mould      |
|  | Mini medal    |  | Lady's ring    |
|  | Mini medal    |                                                                                     |                |

## ITEM SHOP LIST

| ITEM           | COST (G) |
|----------------|----------|
| Medicinal herb | 8G       |
| Antidotal herb | 10G      |
| Rennet powder  | 10G      |
| Holy water     | 20G      |
| Chimaera wing  | 25G      |
| Moonwort bulb  | 30G      |

## WEAPON SHOP LIST

| WEAPON           | COST (G) | EQUIP ON                     |
|------------------|----------|------------------------------|
| Dagger           | 350G     | Jessica                      |
| Short bow        | 750G     | Angelo                       |
| Wizard's staff   | 1300G    | Jessica, Angelo              |
| Edged boomerang  | 1360G    | Hero                         |
| Steel broadsword | 2000G    | Hero, *Jessica (knife skill) |

## ARMOUR SHOP LIST

| ARMOUR         | COST G | EQUIP ON                      |
|----------------|--------|-------------------------------|
| Leather dress  | 380G   | Jessica                       |
| Bronze armour  | 840G   | Hero                          |
| Iron cuirass   | 1000G  | Yangus                        |
| Bronze shield  | 370G   | Hero, Yangus                  |
| Turban         | 410G   | Hero, Yangus                  |
| Slime earrings | 400G   | Hero, Yangus, Jessica, Angelo |

## Level 2

### Level 3

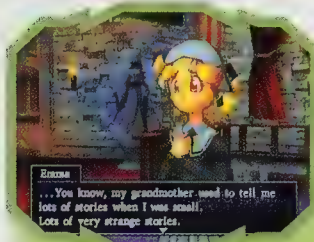
## Level 4

## Level 5





## NOTEWORTHY LOCALS



### Emma

The King's maid is a hard worker who attempts to keep her spirits up in spite of the current situation in the castle city of Ascantha. Find her in Ascantha and

speak to her when she is not busy carrying out her chores or praying in the local church. She may provide clues that could allow your party to intervene on behalf of Ascantha's troubled citizens.



### King Pavan

Formerly a generous and benevolent ruler, something is deeply troubling the King of Ascantha, causing him to neglect his once-thriving

kingdom. The party must try to determine the cause of the King's malady to restore balance in Ascantha.

## CITY OF SADNESS

Speak to the citizens of Ascantha to determine why everyone is wearing black. Your investigation of such matters will eventually take your party inside the castle. The events transpiring in Ascantha depend upon the time of day in which you enter the town. If you enter Ascantha at night, then the party can find Emma, the King's maid, praying for guidance in the local church. She will not provide any information while praying, so spend the night at the local inn or wait until morning for things to change.



*If you enter Ascantha at nighttime, look for Emma who is praying in the local church.*

During the daytime, Emma is located at the top of Ascantha castle's tower, attempting to coax the King from his chambers. After witnessing this event, follow Emma back down to the throne room and speak to her to find out what is going on with the King.



*Locate Emma outside the King's chambers at the top of Ascantha castle. Follow her back to the throne room to determine what can be done to help the citizens of Ascantha.*

## THE THRONE ROOM AT NIGHT

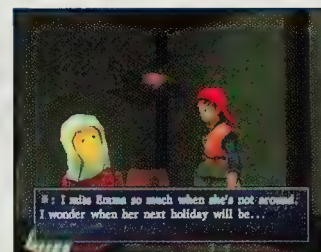
To act upon the information provided by Emma, the party may need to stay at the local inn, just until nightfall. Nighttime is the only time of day that the King emerges from his chambers. His Majesty is located in the throne room. By attempting to speak with the King, the party can learn something that may help them unravel the mystery of the King's condition and herald a new beginning for Ascantha.



*After the scenes involving Emma, return to the throne room at night to find King Pavan.*

## RIVERSIDE COTTAGE (EMMA'S GRANDMOTHER'S HOUSE)

Return to the small house across the bridge from Riverside Chapel. Speak with Emma's grandmother and listen to the stories of Wishers' Peak and how to get there.



*Be sure to speak to Emma's grandmother.*



# WISHERS' PEAK

Recommended Level 16

## ITEMS FOUND

-  Wizard's staff
-  Templar's shield
-  Wishers' Peak map

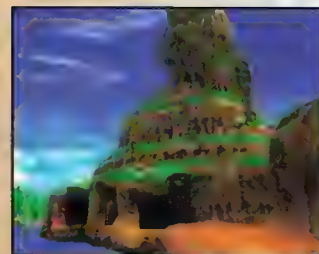
## MONSTER APPEARANCES

| Level | Monster        | HP | MP       | EXP | GOLD |
|-------|----------------|----|----------|-----|------|
| 21    | Healslime      | 24 | 12       | 18  | 13   |
| 42    | Bodkin bowyer  | 48 | Infinite | 43  | 17   |
| 44    | Mummy boy      | 73 | 0        | 55  | 9    |
| 45    | Hell hornet    | 37 | 0        | 51  | 12   |
| 47    | Slime knight   | 52 | 4        | 55  | 22   |
| 49    | Treeface       | 64 | 0        | 67  | 23   |
| 51    | Diemon         | 64 | 10       | 58  | 19   |
| 52    | Walking corpse | 94 | 0        | 59  | 11   |
| 53    | Fat bat        | 52 | 5        | 61  | 9    |

## AREA MAPS

### MAP KEY

 Treasure Chest



ATLAS

KINGDOM OF ASCANTHA

### Side A

START

Entrance

### Side B

### TOP OF WISHERS' PEAK

After receiving clues from certain individuals at Ascantha castle and the dwellings near the river bridge, the party's next logical move would be to attempt to unravel the mystery of Wishers' Peak. Yet the uppermost level of Wishers' Peak is devoid of all objects. Not even monsters dwell here. What can the heroes hope to find in the ruins? Perhaps only time and quite a bit of patience will tell.



Wait atop Wishers' Peak long enough, and some present concerns may be answered.

Map

Inside well



# PICKHAM REGION

## WORLD MAPS

### MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key
- Treasure Chest, requires ultimate key

### ITEMS FOUND

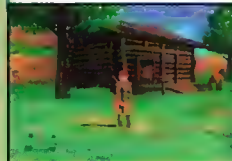
- Iron shield
- Leather whip
- 450 gold coins
- Farmer's scythe
- Fresh milk (x3)
- Seed of defence
- Mini medal
- Seed of skill
- Gold ring
- Garter
- ?? Flail of fury
- Mini medal
- Hairband
- Mini medal
- Seed of agility
- Mini medal
- Spiked steel whip

## INFAMOUS MONSTERS



### LAKESIDE CABIN

Use the world map to help locate a small cabin located just off the embankment of a small lake between Ascantha and Pickham. Not only is the nightly rate competitive with other inns in the region, but there just happens to be a wandering priest staying at this cabin who will be happy to hear confessions and provide other holy services.



The lakeside cabin, located on the strip of land between Ascantha and Pickham, is an ideal stopover location.

### MONSTER ARENA

The infamous Monster Arena stands in the forest area just southeast of Pickham, but the doors are locked. There must be some key or some requirement to meet to open the doors for the party.



See if you can get a better view of the area for someone who might have a clue.

### RED'S DEN

Several leagues southwest of Pickham, a small homestead has been encircled by tall trees and a man-made moat. This is the lair of Red, a notorious thief and someone from Yangus's past. Speak with Red to learn of recent dealings in the underworld.



If the feisty Red has something the players want, she will want something in return. For instance, she has had her eye on a certain jewel sealed in a tomb north of her homestead...

### MONSTER APPEARANCES

#### PICKHAM AREA—FIELD, ANY TIME

| NO. | NAME | HP | MP | EXP | GOLD |
|-----|------|----|----|-----|------|
| 57  | Hood | 60 | 0  | 66  | 14   |

#### PICKHAM AREA—FIELD, DAY

| NO. | NAME             | HP | MP | EXP | GOLD |
|-----|------------------|----|----|-----|------|
| 48  | Clockwork cuckoo | 32 | 0  | 56  | 31   |
| 59  | Minidemon        | 58 | 5  | 59  | 11   |
| 60  | Gorerilla        | 65 | 0  | 65  | 10   |

#### PICKHAM AREA—FIELD, NIGHT

| NO. | NAME           | HP | MP | EXP | GOLD |
|-----|----------------|----|----|-----|------|
| 52  | Walking corpse | 94 | 0  | 59  | 11   |
| 54  | Night fox      | 56 | 6  | 56  | 16   |
| 58  | Headhunter     | 54 | 0  | 62  | 18   |

#### WEST AREA—FIELD, DAY

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 59  | Minidemon | 58 | 5  | 59  | 11   |
| 60  | Gorerilla | 65 | 0  | 65  | 10   |

#### PICKHAM AREA—FOREST, ANY TIME

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 49  | Treeface   | 64 | 0  | 67  | 23   |
| 55  | Paprikan   | 54 | 6  | 47  | 10   |
| 56  | Chimaera   | 54 | 6  | 64  | 12   |
| 58  | Headhunter | 54 | 0  | 62  | 18   |
| 60  | Gorerilla  | 65 | 0  | 65  | 10   |

#### WEST AREA—FIELD, ANY TIME

| NO. | NAME    | HP | MP | EXP | GOLD |
|-----|---------|----|----|-----|------|
| 57  | Hood    | 60 | 0  | 66  | 14   |
| 64  | Witch   | 68 | 12 | 66  | 22   |
| 70  | Hipster | 70 | 8  | 69  | 16   |

#### WEST AREA—FIELD, NIGHT

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 54  | Night fox  | 56 | 6  | 56  | 16   |
| 58  | Headhunter | 54 | 0  | 62  | 18   |

#### WEST AREA—FOREST, NIGHT

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 55  | Paprikan   | 54 | 6  | 47  | 10   |
| 58  | Headhunter | 54 | 0  | 62  | 18   |
| 60  | Gorerilla  | 65 | 0  | 65  | 10   |
| 64  | Witch      | 68 | 12 | 66  | 22   |
| 70  | Hipster    | 70 | 8  | 69  | 16   |

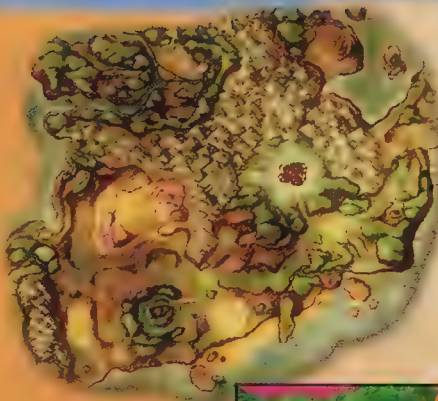
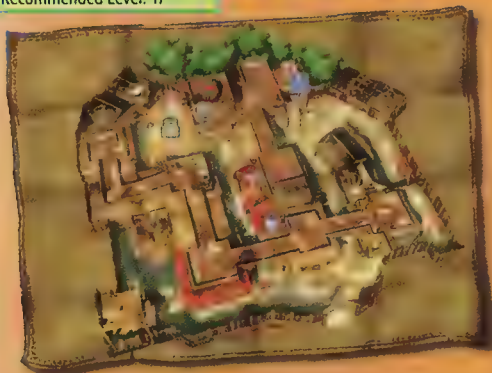
#### BEACH—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 16  | Drackmage     | 19  | 6  | 9   | 7    |
| 50  | Kisser        | 49  | 0  | 53  | 15   |
| 236 | Khalamari kid | 44  | 0  | 37  | 9    |
| 239 | Yabby         | 41  | 2  | 31  | 18   |
| 240 | King kelp     | 86  | 8  | 56  | 16   |
| 247 | Merman        | 101 | 12 | 106 | 19   |



# PICKHAM

Recommended Level: 17



## AREA MAPS

### MAP KEY

- Inn
- Church
- Armour Shop
- Pub
- Weapon Shop
- Well
- Item Shop

### ITEMS FOUND

- 12 gold coins
- Rennet powder
- Cowpat
- Mini medal
- Mini medal
- Amor seco essence
- 30 gold coins
- Seed of wisdom
- 35 gold coins
- Bunny tail
- Chain mail
- Holy water
- Magic water
- Mini medal
- Mini medal
- Seed of strength
- Boxer shorts
- Seed of life
- Mini medal
- 26 gold coins
- Waterweed mould
- Fresh milk
- Red mould
- 1000 gold coins
- Power shield
- Mini medal
- (Mimic)
- Rune staff

### ITEM SHOP LIST

| ITEM              | COST (G) |
|-------------------|----------|
| Medicinal herb    | 8G       |
| Antidotal herb    | 10G      |
| Holy water        | 20G      |
| Chimaera wing     | 25G      |
| Amor seco essence | 120G     |

### WEAPON SHOP LIST

| WEAPON            | COST (G) | EQUIP ON                     |
|-------------------|----------|------------------------------|
| Poison moth knife | 950G     | Jessica                      |
| Hunter's bow      | 1700G    | Angelo                       |
| Steel broadsword  | 2000G    | Hero, *Jessica (knife skill) |
| Iron axe          | 2600G    | Yangus                       |
| Holy lance        | 2700G    | Hero                         |

### ARMOUR SHOP LIST

| ARMOUR           | COST (G) | EQUIP ON     |
|------------------|----------|--------------|
| Bronze armour    | 840G     | Hero         |
| Leather cape     | 1100G    | Angelo       |
| Dancer's costume | 1300G    | Jessica      |
| Iron shield      | 720G     | Hero, Yangus |
| Iron helmet      | 1100G    | Hero, Angelo |



#131

PICKHAM  
RECTOR





## NOTEWORTHY LOCALS



### Mitts

A petty thief, Mitts gets the courage to steal people's treasured possessions out of a bottle. Yet when it comes to confrontations, even liquid courage

won't stop the cowardly crook from curling up like a paranoid porcupine. Mitts may have some information that the party desperately needs when a crisis arises. His storehouse, which is filled with purloined items, is located in the southwest part of Pickham.



### Brains

This scholar is a well-known and widely respected source of information. A walking encyclopedia of knowledge and a brilliant

user of deductive reasoning, Brains is the first person Yangus thinks of when the party runs out of clues to Dhoulmagus's whereabouts. No one can understand why an intelligent and civil man like Brains wants to live in a run-down thief's den like Pickham. Yet this is where the party must search if they want to locate Brains.

### Dodgy Dave

Whispered of in rumors all over Pickham, there is a merchant known as Dodgy Dave who works from a hidden location in town and trades for rare goods. He recognizes the usefulness of the party's alchemy pot, and will offer better than fair prices for rare items produced in it. Finding Dodgy Dave can be rather tricky, and may only be possible after the party has had to endure some rather trying times.

## DEN OF THIEVES

Trode finally finds a place where it is all right for him to mingle with the population without drawing unwanted attention. Unfortunately, Pickham is a hive of scum and villainy. While it is acceptable to speak to the residents to gather information, avoid giving anyone in town any money, with the exception of the legitimate shop merchants.



*Avoid giving money to drunks outside the tavern in the southeast alley of town.*

## SEARCH THE TOWN AND SEARCH WELL

Search the town to find items and speak to the citizens to gather clues regarding the Pickham region. Because Pickham is a town full of pickpockets, there are numerous stolen items located in every nook and cranny, so be sure to search high and low.



*Items are located in all sorts of places in Pickham. Leave no bag unsearched!*

### DO NOT PAY TO PASS

A rogue blocking the archway connecting the town entrance to the marketplace demands a bribe of 10 gold coins each time the party attempts to pass. This is a rip-off, since the party can simply navigate through the nearby blacksmith's or down the other alley to reach the northern portion of town. At night, the man is fast asleep and does not present an obstacle.



## PICKHAM CASINO

Just west of Pickham's entrance is a casino where travellers can try their luck at games of chance. Speak to the bunny girl behind the counter on the left to purchase game tokens at a rate of one token per 20 gold coins. Tokens are required to play the games and are redeemable for prizes such as rare items and equipment at the other counter across the way.



*Speak to the patrons and staff inside the casino to learn how to play the games.*



**BINGO**

*In Bingo, put down your tokens and keep your fingers crossed. Coming close to a Bingo is a thrilling experience!*

Play Bingo by examining the central machine in the casino. The man wearing red standing near the machine can explain the rules. The minimum bet is five tokens, with bets made in multiples of five. Once a Bingo game starts, the creature inside the machine begins choosing numbered balls at random. The numbers are marked on the Bingo card as chosen. The center square is already marked. After several numbers are drawn, a multiplier

appears in the upper-left corner of the screen. Each time a ball is chosen thereafter that does not score a Bingo, the multiplier decreases. If all 10 balls are drawn and no bingo is scored, the player loses and the game ends. But if the player scores a Bingo, then the player wins the initial bet back times whatever multiplier remains. Therefore, the sooner a Bingo is scored, the higher the winnings. However, Bingo is a passive game where the player has little control over when—or if—a Bingo is scored.

## SLOT MACHINES

Examine any of the slot machines along the walls to try your luck and place a bet from one to five tokens. The number of tokens put down determines how many lines are valid. Therefore, by betting more tokens, the player can score three across in more ways, including horizontally and diagonally. The payouts for winning combinations are listed on the marquee at the top of the screen.



Slot machines provide an easy way to make lots of tokens in one shot, especially if you bet five tokens each time!

| PICKHAM CASINO EXCHANGE |             |                               |
|-------------------------|-------------|-------------------------------|
| PRIZE                   | TOKEN COST  | EQUIP ON                      |
| Magic water             | 100 tokens  | N/A                           |
| Silver platter          | 500 tokens  | Jessica                       |
| Agility ring            | 1000 tokens | Hero, Yangus, Jessica, Angelo |
| Titan belt              | 1500 tokens | Hero, Yangus, Jessica, Angelo |
| Rune staff              | 3000 tokens | Jessica, Angelo               |
| Platinum headgear       | 5000 tokens | Hero, Angelo                  |



## ALCHEMY POT TIPS: PICKHAM CASINO ITEMS

Try to earn enough tokens to purchase two silver platters and toss them into the alchemy pot with an iron cuirass to make a sturdy **silver cuirass** (Defence 44) for Yungus.

Agility rings are great, but wouldn't it be nicer to achieve the agility boost without wasting a character's accessory slot? Mix an agility ring with a standard bandana to generate a **Mercury's bandana** (Defence 23) for the Hero. This headgear actually raises agility as well as defence!

Slaves are often more useful for their inherent abilities than their attack bonuses. Instead of using the expensive rune staff in combat, consider combining it with a standard wizard's staff to make the more powerful **staff of antimagic** (Attack 41).

## RECIPE SUMMARIES

Silver cuirass = iron cuirass + silver platter + silver platter

Mercury's bandana = bandana + agility ring

Staff of antimagic = wizard's staff + rune staff



Brains's residence is only accessible by navigating across the upper level of Pickham. Ascend the stairs near the second pub in the southeast corner of the town, then cross the upper level. Descend the stairs in the northwest corner to find the information dealer's home.



# SWORDSMAN'S LABYRINTH

Recommended Level: 18

## AREA MAPS



## MAP KEY

-  Treasure Chest
-  Treasure Chest, requires thief's key
-  Breakable Pot



## ITEMS FOUND

-  11 gold coins
-  62 gold coins
-  Cowpat
-  Mini medal
-  Mini medal
-  Red mould
-  Seed of magic
-  Antidotal herb
-  Swordsman's Labyrinth map
-  Cannibox
-  Mini medal
-  Kitty shield
-  Venus' tear

## MONSTER APPEARANCES

| NO. | NAME            | HP | MP | EXP | GOLD |
|-----|-----------------|----|----|-----|------|
| *21 | Healslime       | 24 | 12 | 18  | 13   |
| 44  | Mummy boy       | 73 | 0  | 55  | 9    |
| 62  | Cannibox        | 61 | 12 | 76  | 110  |
| 63  | Goodybag        | 55 | 8  | 32  | 106  |
| 65  | Mummy           | 66 | 0  | 67  | 10   |
| 67  | Restless armour | 61 | 0  | 74  | 13   |
| 68  | Lost soul       | 52 | 0  | 62  | 9    |
| 69  | Phantom fencer  | 65 | 0  | 68  | 12   |

\*Appears only when called as backup.





### LOWERING THE DRAWBRIDGE

On the fourth level, the party encounters an impassable river of filth, over which hangs a raised drawbridge. Another moveable statue is located nearby. Perhaps by moving the stone monument somewhere within the small area where it rests, the drawbridge might be lowered?



Moving the statue to a specific location should enable the party to lower the drawbridge, if only the proper placement of the statue can be determined...

### STATUE BLOCKING THE DOORWAY

A stone statue blocks a doorway on the third level. However, this is a temporary setback. Approach the statue from the front or side and press the  button to grab or release the object. Then move the left analog stick to drag the statue out of the way.



Push the statue aside to clear the doorway.

Level 4

Map

Level 3

### REACHING THE CENTER?

As Yangus points out, the Venus' tear, housed in a large chest sitting at the center of the very first room, tempts unwary adventurers to enter the dungeon with the prospect of a quick profit. However, the treasure cannot simply be taken. The party must first navigate the lower levels of the dungeon and search for some means to reach the center...



Yangus relates a chilling story regarding his first attempt to nab the priceless gem for Red.

Level 1

START

Level 2



# KINGDOM OF TRODAIN

## WORLD MAPS

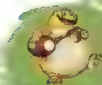
### MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

### ITEMS FOUND

- Cannibox
- Fresh milk x3
- Sledgehammer
- Slime crown
- Seed of magic
- Seed of defence
- 630 gold coins
- Lesser panacea
- Mini medal

## INFAMOUS MONSTERS



Potty Dragon



Man-eater Chest



Slimy Smiley



Punchin' Judy

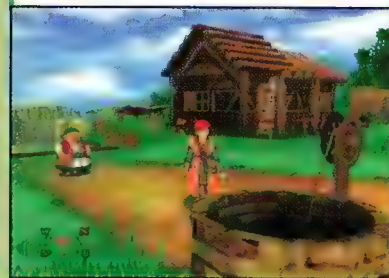
### ITEM SHOP LIST (WEST TRODAIN CHURCH)

| ITEM           | COST (G) | EQUIP ON     |
|----------------|----------|--------------|
| Medicinal herb | 8G       | N/A          |
| Antidotal herb | 10G      | N/A          |
| Holy water     | 20G      | N/A          |
| Chimaera wing  | 25G      | N/A          |
| Leather cape   | 1100G    | Angelo       |
| Fur hood       | 1400G    | Hero, Yangus |

Trodain

### HILLTOP HUT

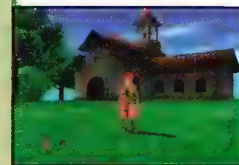
Travellers heading west from Port Prospect into the Kingdom of Trodain should stop by this conveniently located hut, high atop a hill just a few dozen feet past the border. The inn's rate is exceptionally cheap, and an elderly nun can take your confession.



A well outside the Hilltop Hut just begs to be explored. Perhaps something of tremendous value can be found there, or perhaps not...

### WEST TRODAIN CHURCH

After passing through a large tunnel dug underneath the mountains, turn west and head toward the cliffs overlooking the sea to locate the West Trodain Church. Not only can visitors find an economically priced resting spot and a priest, but there is also a travelling item merchant inside. Speak to the man seated at the table to purchase any consumables that you need, as well as protective clothing.



The West Trodain Church is located near the northern sea cliffs, directly to the west of the mountain tunnel that separates north and south Trodain.

### MONSTER APPEARANCES

#### SOUTHEAST AREA—FIELD—ANY TIME

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 14  | Bodkin archer | 21 | 2  | 10  | 8    |
| 61  | Mud mannequin | 63 | 0  | 69  | 15   |
| 71  | Rockbomb      | 68 | 20 | 70  | 11   |
| 73  | Muddy hand    | 49 | 0  | 45  | 8    |

#### SOUTHEAST AREA—FIELD—DAY

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 16  | Drackmage  | 19 | 6  | 9   | 7    |
| 83  | Pink pongo | 81 | 0  | 78  | 18   |

#### SOUTHEAST AREA—FIELD—NIGHT

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 17  | Beetleboy | 16 | 0  | 12  | 10   |

#### SOUTHEAST AREA—FOREST—ANY TIME

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 2   | Candy cat     | 10 | 0  | 2   | 2    |
| 14  | Bodkin archer | 21 | 2  | 10  | 8    |
| 74  | Terror tabby  | 56 | 10 | 67  | 12   |
| 75  | Devilmoth     | 70 | 0  | 66  | 19   |
| 76  | Buffalo wing  | 74 | 12 | 62  | 17   |
| 80  | Jum           | 75 | 10 | 60  | 4    |
| 81  | Boe           | 68 | 10 | 59  | 4    |
| 83  | Pink pongo    | 81 | 0  | 78  | 18   |

#### SOUTHWEST AREA—ALL TERRAIN TYPES—ANY TIME

| NO. | NAME          | HP  | MP       | EXP | GOLD |
|-----|---------------|-----|----------|-----|------|
| 21  | Healslime     | 24  | 12       | 18  | 13   |
| 72  | Dieablo       | 78  | 15       | 72  | 37   |
| 76  | Buffalo wing  | 74  | 12       | 62  | 17   |
| 77  | Mumboh-jumbob | 345 | 40       | 309 | 41   |
| 78  | Mum           | 65  | 20       | 68  | 25   |
| 79  | Boh           | 80  | Infinite | 65  | 16   |
| 80  | Jum           | 75  | 10       | 60  | 4    |
| 81  | Boe           | 68  | 10       | 59  | 4    |
| 83  | Pink pongo    | 81  | 0        | 78  | 18   |
| 87  | Garuda        | 80  | 21       | 75  | 12   |
| 105 | Hawk man      | 95  | 26       | 100 | 24   |



## TRODAIN CASTLE AREA—FIELD—ANY TIME

| NO. | NAME          | HP  | MP       | EXP | GOLD |
|-----|---------------|-----|----------|-----|------|
| 62* | Cannibox      | 61  | 12       | 76  | 110  |
| 74  | Terror tabby  | 56  | 10       | 67  | 12   |
| 77  | Mumboh-jumboe | 345 | 40       | 309 | 41   |
| 78  | Mum           | 65  | 20       | 68  | 25   |
| 79  | Boh           | 80  | Infinite | 65  | 16   |
| 80  | Jum           | 75  | 10       | 60  | 4    |
| 81  | Boe           | 68  | 10       | 59  | 4    |

\*Field chest appearance only

## TRODAIN CASTLE AREA—FIELD—DAY

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 1   | Slime     | 7  | 0  | 1   | 1    |
| 2   | Candy cat | 10 | 0  | 2   | 2    |
| 72  | Dieablo   | 78 | 15 | 72  | 37   |
| 87  | Garuda    | 80 | 21 | 75  | 12   |

## TRODAIN CASTLE AREA—FIELD—NIGHT

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 4   | Dracky        | 10 | 0  | 2   | 3    |
| 13  | Dancing devil | 20 | 0  | 7   | 10   |
| 70  | Hipster       | 70 | 8  | 69  | 16   |
| 75  | Devilmoth     | 70 | 0  | 66  | 19   |

## TRODAIN CASTLE AREA—FOREST—ANY TIME

| NO. | NAME         | HP | MP | EXP | GOLD |
|-----|--------------|----|----|-----|------|
| 17  | Beetleboy    | 16 | 0  | 12  | 10   |
| 74  | Terror tabby | 56 | 10 | 67  | 12   |
| 75  | Devilmoth    | 70 | 0  | 66  | 19   |
| 76  | Buffalo wing | 74 | 12 | 62  | 17   |
| 87  | Garuda       | 80 | 21 | 75  | 12   |



## ALCHEMY POT TIPS: ENHANCED ALCHEMY POT RECIPES

After you get Brains's help in Pickham, stay at inns several times. Eventually King Trode expands the alchemy pot to allow for three-ingredient recipes! A few interesting recipes might already be within reach if you have the necessary ingredients currently on hand.

For another boomerang upgrade, mix an edged boomerang with a steel scythe and a wing of bat to produce a **razor wing boomerang** (Attack 42).

Other interesting recipes require ingredients dropped by the rockbomb enemies you fought in the canyons of the Kingdom of Trodain. If you were able to score a rockbomb shard, drop it into the pot, along with a wizard's staff, to create a **magma staff** (Attack 28) capable of casting Bang without MP consumption in battle!

If all you've taken from the rockbombs is rock salt, don't despair! Drop it into the pot with fresh milk (free from any wandering cow), along with some rennet powder, to make **soft cheese**. Forget feeding this to Munchie; the real value of this cheese is that you can sell it for 600 gold coins a pop!

### RECIPE SUMMARIES

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

Magma staff = wizard's staff + rockbomb shard

Soft cheese = rennet powder + fresh milk + rock salt

# TRODAIN CASTLE

Recommended Level: 19

## ITEMS FOUND

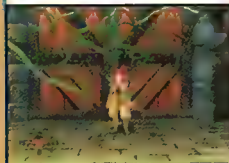
- Trodain Castle map
- Magic key
- Waterweed mould
- Rock salt
- 46 gold coins
- 150 gold coins
- Mini medal
- Mini medal
- 29 gold coins
- Magic beast hide
- Mini medal
- Gold bracer
- Garter
- Mini medal
- Templar's sword
- Seed of magic
- Yggdrasil dew
- Rusty old sword
- Mini medal
- Imp knife recipe

## MONSTER APPEARANCES

| NO. | NAME               | HP  | MP       | EXP   | GOLD |
|-----|--------------------|-----|----------|-------|------|
| 66  | Cureslime          | 54  | 20       | 70    | 11   |
| 71  | Rockbomb           | 68  | 20       | 70    | 11   |
| 82  | Hunter mech        | 71  | 0        | 76    | 20   |
| 84  | Liquid metal slime | 8   | Infinite | 10050 | 18   |
| 86  | Wailin' weed       | 59  | 0        | 73    | 17   |
| 87  | Garuda             | 80  | 21       | 75    | 12   |
| 88  | Infernal armour    | 88  | 0        | 90    | 19   |
| 89  | Dragonthorn        | 164 | 0        | 101   | 25   |

## ENTANGLED ENTRANCE

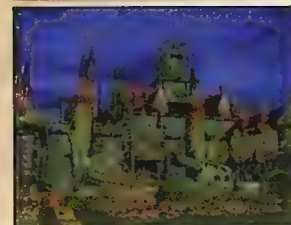
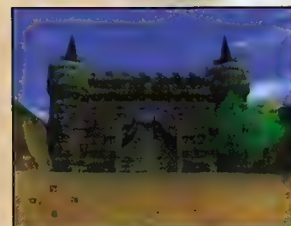
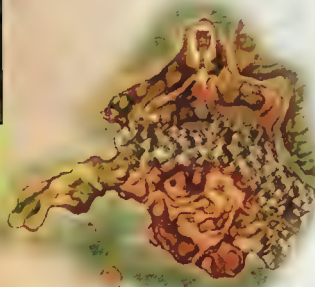
Although thorny vines block the front entrance to the castle, do not let the plants deter you. Examine the vines to make Jessica use her magic to burn them away. This allows you to open the doors and proceed.



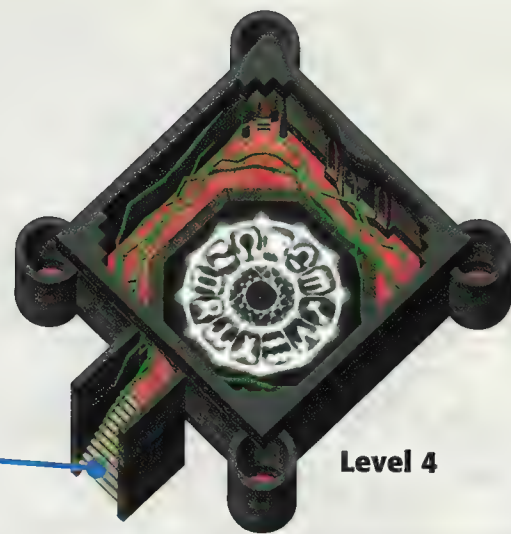
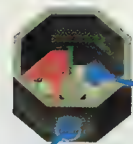
Vines cover the main entrance to the castle. But Jessica can easily take care of them...

## AREA MAPS MAP KEY

- Breakable Barrel
- Breakable Pot
- Item Bag
- Cabinet/Wardrobe/Cupboard
- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key



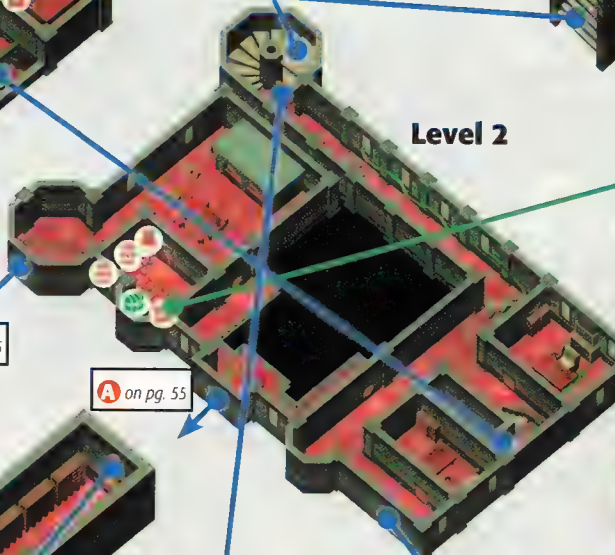




Level 4



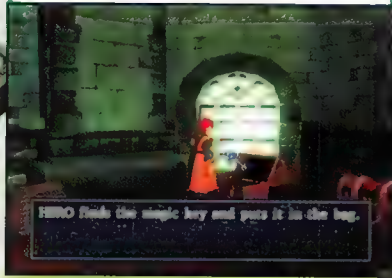
Level 3



Level 2

**THE MAGIC KEY**

The chest in the storage room cannot be unlocked with the thief's key. However, the magic key is in the next chest. This key allows you to open not only the chest in the storage room, but also many of the chests throughout Trodain, Pickham, and Ascantha that could not be opened with the thief's key.

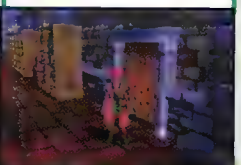


HERO finds the magic key and puts it in the bag.

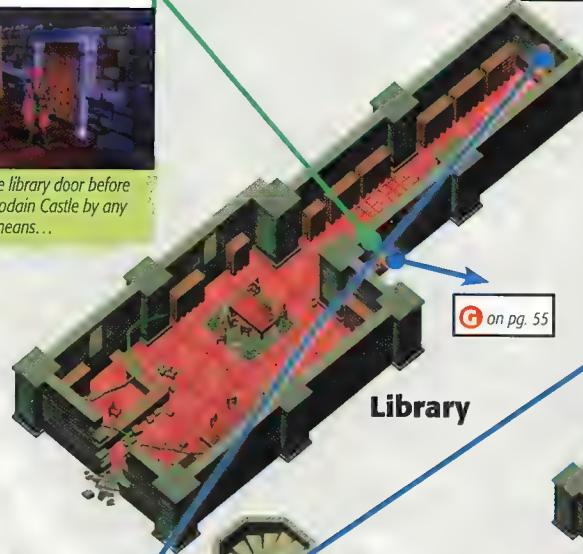
With the magic key in hand, you can unlock many of the stubborn chests throughout the world.

**THE LIBRARY DOOR**

Because the door between the exterior courtyard and the library is locked, the party must navigate through the castle and find their way to the library. Once you've reached the library, you can unlock the door from the inside to save time on your next visit.



Unlock the library door before leaving Trodain Castle by any magical means...



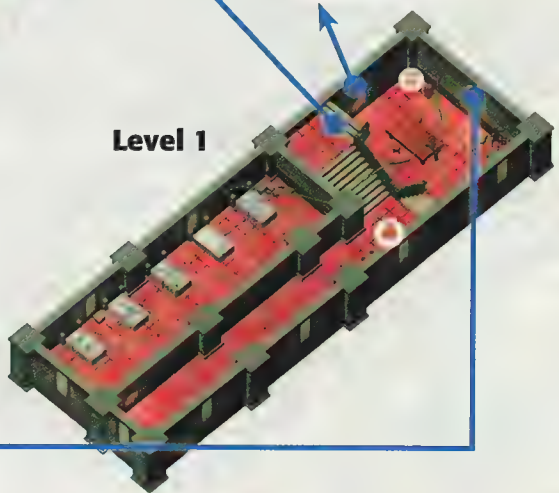
Library



Level 2



Level 1



Level 1





## ALCHEMY POT TIPS: NEW INGREDIENTS IN TRODAIN CASTLE

Thorough exploration of Trodain Castle reveals several new ingredients, although their alchemy uses may not be obvious. For example, the magic beast hide seems to do nothing except transform strong armaments into mere leather. But if you have two of them, you can combine them to form a fur poncho (Defence 29) for Yangus that reduces damage from both physical and magical attacks.

The garter is a fine defensive item for Jessica, but the alchemy pot can make it into something even better. Mix the garter with a hunter's bow to form **Eros' bow** (Attack 45), an exceptional weapon for Angelo.

The gold bracer and Templar's sword found within the castle are also valuable ingredients that can be used for future recipes. *Do not sell them*, because no merchant in the game supplies replacements.

### RECIPE SUMMARIES

- Eros' bow = hunter's bow + garter
- Fur poncho = magic beast hide + magic beast hide

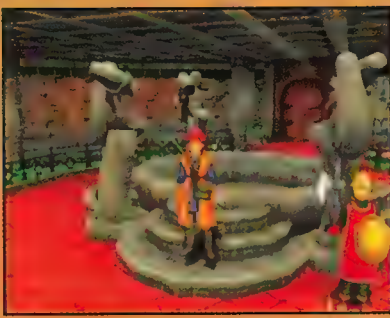


ALIAS  
SOLDIER OF TRODAIN

# BENEATH ASCANTHA

Recommended Level: 20

## AREA MAPS



### MONSTER APPEARANCES

| NO. | NAME             | HP | MP | EXP | GOLD |
|-----|------------------|----|----|-----|------|
| 10  | Mischievous mole | 15 | 0  | 4   | 5    |
| 63  | Goodybag         | 55 | 8  | 32  | 106  |
| 73  | Muddy hand       | 49 | 0  | 45  | 8    |
| 85  | Mad mole         | 65 | 0  | 68  | 16   |
| 90  | Mars rover       | 78 | 0  | 56  | 17   |

To Field

To Ascantha Castle

START

### A TUNNEL UNDER THE KINGDOM?

Looks like someone has broken into the area beneath Ascantha Castle! Who could've done such a thing? What were they after? And how were they able to get in?



Venture through the hole in the wall and see where it leads.



# LAND OF THE MOLES

## WORLD MAPS

## INFAMOUS MONSTER



Mole Major

## MAP KEY

- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

## ITEMS FOUND

- Fresh milk
- Seed of life
- Mini medal



## MONSTER APPEARANCES

| LAND OF THE MOLES—ANY TIME |                  |    |    |     |      |
|----------------------------|------------------|----|----|-----|------|
| NO.                        | NAME             | HP | MP | EXP | GOLD |
| 10                         | Mischievous mole | 15 | 0  | 4   | 5    |
| 56                         | Chimaera         | 54 | 6  | 64  | 12   |
| 85                         | Mad mole         | 65 | 0  | 68  | 16   |
| 90                         | Mars rover       | 78 | 0  | 56  | 17   |
| 105                        | Hawk man         | 95 | 26 | 100 | 24   |



# MOLE HOLE

Recommended Level: 20

## AREA MAPS

### ITEMS FOUND

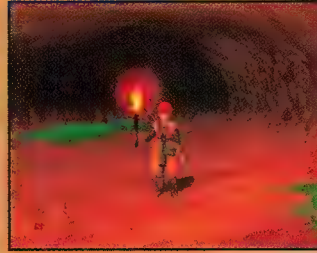
-  Mole Hole map
-  Mini medal
-  Seed of defence
-  Stone hardhat
-  Moonshadow harp

### MONSTER APPEARANCES

| NO. | NAME             | HP | MP | EXP | GOLD |
|-----|------------------|----|----|-----|------|
| 10  | Mischievous mole | 15 | 0  | 4   | 5    |
| 71  | Rockbomb         | 68 | 20 | 70  | 11   |
| 73  | Muddy hand       | 49 | 0  | 45  | 8    |
| 85  | Mad mole         | 65 | 0  | 68  | 16   |
| 90  | Mars rover       | 78 | 0  | 56  | 17   |
| 91  | Peeper           | 78 | 32 | 75  | 14   |

### MAP KEY

-  Breakable Pot
-  Treasure Chest
-  Treasure Chest, requires thief's key



START

Map

#### FRIENDLY MOLES

Although most moles you encounter in the Mole Hole are ready for battle, some of them have other things than battle on their minds.



Speak to moles standing throughout all levels of the Mole Hole to learn the situation here, and to receive some vital warnings.

Level 1

Level 2

Level 3

ATLAS

1 Area of the Mole Hole



## WORLD MAPS

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires thief's key
-  Treasure Chest, requires magic key

### Items Found

-  Fresh milk x2
-  Seed of life
-  950 gold coins
-  Iron armour
-  Bronze knife
-  Iron mask
-  Mini medal

## INFAMOUS MONSTERS





## SHIP TRAVEL—AREA A—ANY TIME

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 105 | Hawk man      | 95 | 26 | 100 | 24   |
| 237 | See urchin    | 16 | 4  | 24  | 20   |
| 241 | Wild boarfish | 62 | 0  | 60  | 11   |
| 246 | Eveel         | 96 | 0  | 92  | 11   |

## SHIP TRAVEL—AREA D—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 118 | Hades condor  | 102 | 16 | 99  | 22   |
| 236 | Khalamari kid | 44  | 0  | 37  | 9    |
| 238 | Man o' war    | 35  | 0  | 23  | 12   |
| 240 | King kelp     | 86  | 8  | 56  | 16   |
| 248 | King squid    | 261 | 0  | 116 | 46   |
| 252 | Foul anchor   | 47  | 16 | 121 | 33   |
| 259 | Tentacular    | 502 | 20 | 303 | 52   |

## UNNAMED ISLE 2—ANY TIME

| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 66  | Cureslime       | 54  | 20 | 70  | 11   |
| 97  | Bodkin fletcher | 88  | 0  | 86  | 23   |
| 106 | Tap devil       | 85  | 0  | 78  | 21   |
| 112 | Iron scorpion   | 64  | 21 | 82  | 21   |
| 119 | Frogman         | 116 | 16 | 88  | 18   |

## UNNAMED ISLE 4—FOREST—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 98  | Venom wasp    | 92  | 0  | 89  | 13   |
| 102 | Battle beetle | 57  | 12 | 96  | 22   |
| 111 | King slime    | 210 | 25 | 110 | 51   |
| 113 | Toxic zombie  | 116 | 0  | 75  | 17   |
| 115 | Volpone       | 107 | 24 | 102 | 43   |

## SHIP TRAVEL—AREA B—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 105 | Hawk man      | 95  | 26 | 100 | 24   |
| 237 | See urchin    | 16  | 4  | 24  | 20   |
| 241 | Wild boarfish | 62  | 0  | 60  | 11   |
| 251 | Sea dragon    | 123 | 24 | 114 | 51   |

## SHIP TRAVEL—AREA E—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 129 | Shade         | 86  | 0  | 78  | 14   |
| 236 | Khalamari kid | 44  | 0  | 37  | 9    |
| 242 | Anchorman     | 80  | 16 | 75  | 19   |
| 248 | King squid    | 261 | 0  | 116 | 46   |
| 250 | Pigmalion     | 100 | 12 | 109 | 13   |
| 253 | Poison eveel  | 110 | 0  | 116 | 16   |
| 259 | Tentacular    | 502 | 20 | 303 | 52   |
| 260 | Abyss diver   | 230 | 21 | 255 | 38   |

## UNNAMED ISLE 3—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 98  | Venom wasp    | 92  | 0  | 89  | 13   |
| 102 | Battle beetle | 57  | 12 | 96  | 22   |
| 111 | King slime    | 210 | 25 | 110 | 51   |
| 113 | Toxic zombie  | 116 | 0  | 75  | 17   |
| 115 | Volpone       | 107 | 24 | 102 | 43   |

## SHIP TRAVEL—AREA C—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 236 | Khalamari kid | 44  | 0  | 37  | 9    |
| 243 | See angel     | 82  | 15 | 79  | 18   |
| 248 | King squid    | 261 | 0  | 116 | 46   |
| 254 | Siren         | 112 | 16 | 123 | 43   |

## UNNAMED ISLE 1—ANY TIME

| NO. | NAME            | HP  | MP       | EXP  | GOLD |
|-----|-----------------|-----|----------|------|------|
| 36  | Metal slime     | 4   | Infinite | 1350 | 5    |
| 99  | Orc             | 105 | Infinite | 94   | 31   |
| 101 | Treevil         | 109 | 0        | 95   | 27   |
| 108 | Redtail hipster | 103 | 0        | 92   | 36   |
| 116 | Bomboulder      | 115 | 10       | 111  | 11   |

## UNNAMED ISLE 4—FIELD—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 95  | Puppet player    | 100 | 15 | 90  | 41   |
| 104 | Skeleton soldier | 94  | 12 | 93  | 26   |
| 107 | Mushroom mage    | 81  | 10 | 75  | 13   |
| 109 | Jumping jackal   | 111 | 0  | 103 | 32   |
| 117 | Skullrider       | 109 | 0  | 97  | 32   |

## CAPE WEST OF PICKHAM—ANY TIME

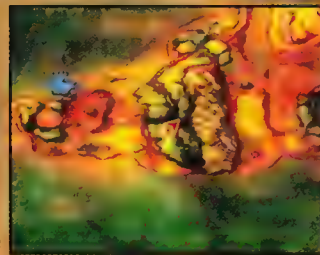
| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 116 | Bomboulder     | 115 | 10       | 111 | 11   |
| 121 | Magic dumbbell | 78  | 14       | 41  | 9    |
| 132 | Hoodlum        | 123 | 0        | 106 | 32   |
| 136 | Jabberwockee   | 645 | 13       | 318 | 100  |
| 137 | Jab            | 90  | Infinite | 81  | 25   |
| 138 | Ber            | 75  | 0        | 71  | 25   |
| 139 | Kee            | 75  | 10       | 61  | 25   |
| 140 | Woc            | 75  | 12       | 61  | 25   |
| 142 | Robo-robin     | 99  | 99       | 96  | 43   |
| 143 | Puppet master  | 130 | 8        | 132 | 51   |

## TRAVEL BY SEA

Once the party has obtained a sailing vessel from somewhere within the Kingdom of Trodain, you can voyage around the world via any ocean or any river connected to an ocean. When travelling by ship, the party will still be subject to random encounters with monsters. The sea region in which the party is sailing determines the types of monster's encountered. Use the color-coded map to determine where to battle the monsters listed in this section. However, use caution, and avoid taking on monsters that might be too tough for the party!

Once the party obtains a ship, they can explore many new and exciting locations inaccessible by foot. To disembark, sail up next to the land area where you want to dock and move around until the option to disembark appears onscreen. If there are no places to disembark, the option will not appear and you will be forced to find alternate ways to get to where you want to go.

If you use Zoom to zip from one continent to another, the ship relocates automatically to the nearest available shore, so you can access it from almost anywhere. The location of the party's ship is always marked on the world map.



## PREVIEW FUTURE DESTINATIONS

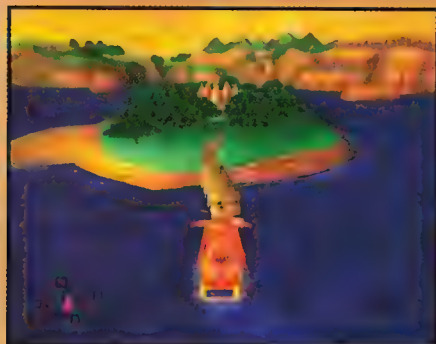
Now you can reach many locations by docking nearby and travelling short distances on foot. The party can now visit places such as the Northwest Isle, the Holy Isle of Neos, and the small northern continent of Savella. Special events may take place while you're visiting some of these locations, and you can find some items at each stop. When you're visiting a new location (which is covered in greater detail later in the book), be sure to flip ahead to determine which items might be available.



# PRINCESS MINNIE'S CASTLE

## AREA MAPS

Recommended Level: 21



### MAP KEY

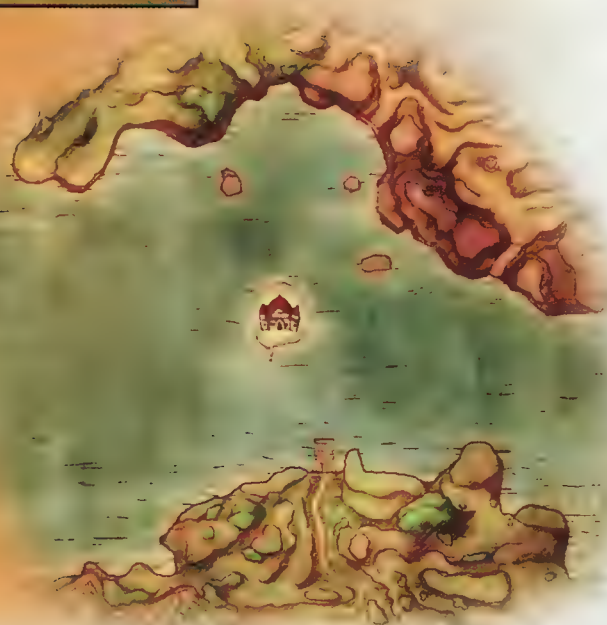
- Item Shop
- Gold Bank

### ITEMS FOUND

- Mini medal
- Double-edged sword
- Seed of strength
- Mini medal
- Seed of life

### ITEM SHOP LIST

| ITEM            | COST (G) |
|-----------------|----------|
| Medicinal herb  | 8G       |
| Antidotal herb  | 10G      |
| Chimaera wing   | 25G      |
| Red mould       | 30G      |
| Waterweed mould | 35G      |



## NOTEWORTHY LOCALS

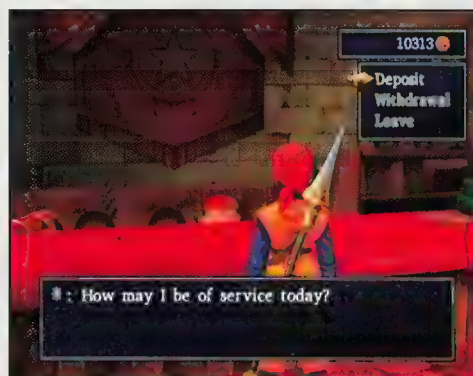


### Princess Minnie

The princess is filling in for her ailing father, the King of Medals. When you give her the **mini medals** you've collected on your journeys, Princess Minnie bestows valuable rewards upon the party!

## GLOBAL GOLD BANK

Speak to the short man behind the counter to deposit gold coins in the Gold Bank. Sometimes it's best to store excess gold coins in the bank, just in case the party is wiped out in the field and lose the gold coins in their inventory. Gold Banks are located in several places throughout the world, so depositing and withdrawing money is easy with access points in many towns.

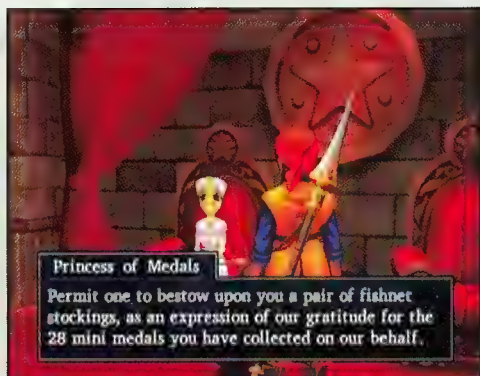


Gold Banks help the party to preserve most of its wealth, in case of sudden hardship.



## MINI-MEDAL REWARDS

When the party first enters the castle, Princess Minnie is upstairs, tending to the bedridden King. She then retires to the throne room, where you can consult with her any time. Speak to Princess Minnie to remind yourself how many mini medals you've turned in, to turn in more medals, and to see how many more you need in order to claim a reward from the Princess.



*After Princess Minnie returns to her throne, speak to her to exchange mini medals for rare equipment and items.*

| MINI MEDAL REWARDS    |                            |
|-----------------------|----------------------------|
| ITEM                  | TOTAL MINI MEDALS RETURNED |
| Fishnet stockings     | 28 medals                  |
| Posh waistcoat        | 36 medals                  |
| Staff of divine wrath | 45 medals                  |
| Gold nugget           | 52 medals                  |
| Meteorite bracer      | 60 medals                  |
| Miracle sword         | 68 medals                  |
| Sacred armour         | 75 medals                  |
| Orichalcum            | 83 medals                  |
| Metal king helm       | 90 medals                  |
| Dangerous bustier     | 99 medals                  |
| Flail of destruction  | 110 medals                 |





# BACCARAT REGION

## WORLD MAPS

### MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

### ITEMS FOUND

- 800 gold coins
- Seed of defence
- Seed of agility
- Mini medal
- 1200 gold coins
- Fresh milk x2
- Tough guy tattoo
- Mini medal

## INFAMOUS MONSTERS



Fertiliser



Raging Rooster



Abominable Ape



Wild Spearman

### SEAVIEW CHURCH

This church, located near the best docking point for a sea vessel in the Baccarat region, is not only a great place to save the game, but also the site of the best inn in the entire game. Thanks to the charity of the Goddess, travellers can always stay here for free!



The Seaview Church atop the northern hill in Baccarat is the best place to rest and recuperate in the world.



## MONSTER APPEARANCES

### NORTH BACCARAT AREA—FIELD—ANY TIME

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 1   | Slime          | 7   | 0        | 1   | 1    |
| 92  | Cockateer      | 105 | 0        | 90  | 28   |
| 93  | Great sabrecat | 95  | 0        | 120 | 31   |
| 96  | Spitnik        | 108 | 0        | 92  | 18   |
| 99  | Orc            | 105 | Infinite | 94  | 31   |
| 111 | King slime     | 210 | 25       | 110 | 51   |
| 116 | Bomboulder     | 115 | 10       | 111 | 11   |

### NORTH BACCARAT AREA—FOREST—ANY TIME

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 92  | Cockateer      | 105 | 0        | 90  | 28   |
| 93  | Great sabrecat | 95  | 0        | 120 | 31   |
| 98  | Venom wasp     | 92  | 0        | 89  | 13   |
| 99  | Orc            | 105 | Infinite | 94  | 31   |

### SOUTH BACCARAT AREA—FIELD—DAY

| NO. | NAME               | HP  | MP       | EXP | GOLD |
|-----|--------------------|-----|----------|-----|------|
| 92  | Cockateer          | 105 | 0        | 90  | 28   |
| 94  | Metal slime knight | 90  | 8        | 91  | 33   |
| 99  | Orc                | 105 | Infinite | 94  | 31   |
| 109 | Jumping jackal     | 111 | 0        | 103 | 32   |
| 116 | Bomboulder         | 115 | 10       | 111 | 11   |

### SOUTH BACCARAT AREA—FIELD—NIGHT

| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 49  | Treeface        | 64  | 0  | 67  | 23   |
| 95  | Puppet player   | 100 | 15 | 90  | 41   |
| 97  | Bodkin fletcher | 88  | 0  | 86  | 23   |
| 98  | Venom wasp      | 92  | 0  | 89  | 13   |
| 100 | Night emperor   | 100 | 0  | 93  | 46   |

### EAST BACCARAT AREA—FIELD—ANY TIME

| NO. | NAME     | HP  | MP | EXP | GOLD |
|-----|----------|-----|----|-----|------|
| 49  | Treeface | 64  | 0  | 67  | 23   |
| 101 | Treevil  | 109 | 0  | 95  | 27   |

### EAST BACCARAT AREA—FIELD—DAY

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 99  | Orc            | 105 | Infinite | 94  | 31   |
| 109 | Jumping jackal | 111 | 0        | 103 | 32   |
| 116 | Bomboulder     | 115 | 10       | 111 | 11   |

### EAST BACCARAT AREA—FIELD—NIGHT

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 95  | Puppet player | 100 | 15 | 90  | 41   |
| 100 | Night emperor | 100 | 0  | 93  | 46   |
| 102 | Battle beetle | 57  | 12 | 96  | 22   |

### EAST BACCARAT AREA—FOREST—ANY TIME

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 49  | Treeface       | 64  | 0  | 67  | 23   |
| 98  | Venom wasp     | 92  | 0  | 89  | 13   |
| 101 | Treevil        | 109 | 0  | 95  | 27   |
| 102 | Battle beetle  | 57  | 12 | 96  | 22   |
| 109 | Jumping jackal | 111 | 0  | 103 | 32   |



# BACCARAT

Recommended Level: 24



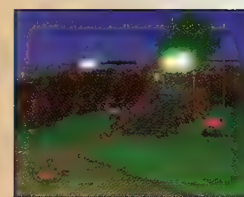
## WEAPON AND ARMOUR SHOP LIST

| ITEM             | COST (G) | EQUIP ON                      |
|------------------|----------|-------------------------------|
| Poison needle    | 1900     | Jessica                       |
| Steel scythe     | 3700     | Yangus                        |
| Dancer's costume | 1300     | Jessica                       |
| Iron armour      | 1800     | Hero, Yangus                  |
| Light shield     | 2250     | Hero, Yangus, Jessica, Angelo |
| Coral hairpin    | 950      | Jessica                       |

## AREA MAPS

### MAP KEY

- Inn
- Gold Bank
- Pub
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Well

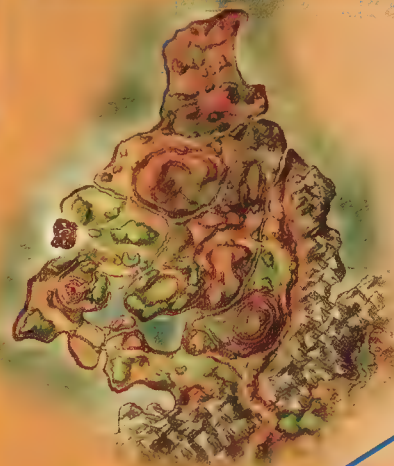


## ITEMS FOUND

- Seed of defence
- Fresh milk
- Seed of wisdom
- Mini medal
- Seed of strength
- Bunny tail
- Garber
- Dancer's costume
- Mini medal
- Mini medal
- Gold ring
- Spangled dress
- Strong Medicine
- Cool cheese
- 72 gold coins
- Amor seco essence
- Mini medal
- Mini medal
- Rennet powder
- Magic water
- Ruby of protection
- 600 casino tokens
- 200 or 400 casino tokens

## ITEM SHOP LIST

| ITEM              | COST (G) |
|-------------------|----------|
| Medicinal herb    | 8G       |
| Antidotal herb    | 10G      |
| Holy water        | 20G      |
| Chimaera wing     | 25G      |
| Moonwort bulb     | 30G      |
| Amor seco essence | 120G     |



## NOTEWORTHY LOCALS



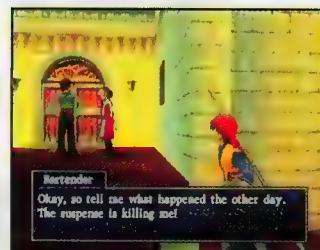
### Cash and Carrie

The twin children of the Baccarat casino owner, Golding, are holed up in their family mansion and have not been seen for a while. The party must

determine why the twins have taken such precautions and what has become of Golding.

## THE CASINO IS CLOSED

Speak to the citizens of Baccarat to determine why the casino is closed. While searching the town for items and clues about what's happening here, visit the nightclub in the basement of the hotel. Speak to the bunny-girl waitress on duty to find out where the bartender is. Then head upstairs to the top floor of the hotel to overhear an important conversation between the bartender and the casino manager. Follow the bartender back down to the nightclub to harass him for more information. This method of investigation should tally up enough clues to tell you what to do next.



Find the hotel nightclub's bartender in order to get the scoop on Baccarat.



# CHATEAU FELIX

Recommended Level: 24

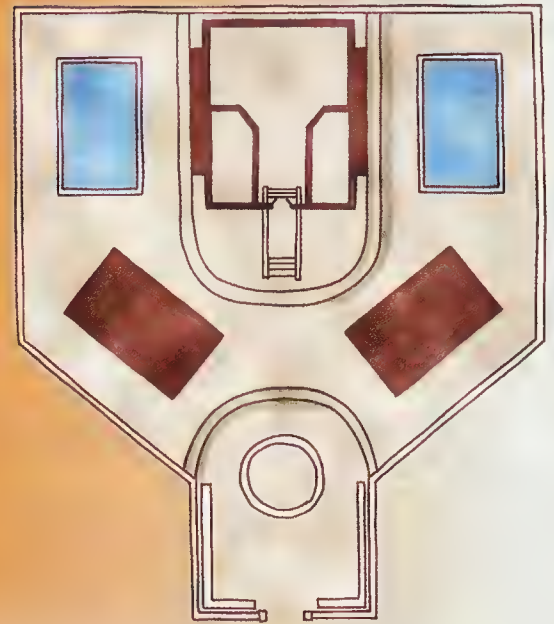
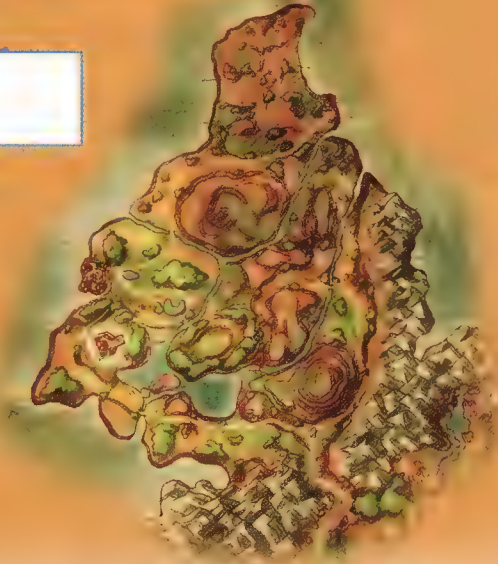
## AREA MAPS



### ITEMS FOUND

?? Sand of serenity

?? Baumren's bell



## NOTEWORTHY LOCALS



### Tom

Tom is the sabrecat wrangler and general all-purpose manservant of Master Felix. Although he's an extremely friendly fellow, he won't be fooled

by anyone who trundles in off the well-beaten path outside the Chateau. Speak to Tom to learn more about sabrecats, Master Felix, and the function of the Chateau.



### Master Felix

Master Felix is the foremost expert when it comes to sabrecats, but few know of his existence and even fewer know what he does for a living. Speak

with Master Felix to learn more regarding the nature of sabrecats, and what the heroes might be able to do to help Master Felix...



Speak with Tom at the doors of the sabrecat sanctuary. Tom is under strict orders not to let just anyone inside, so he challenges the party with a short quiz regarding their attitudes toward cats. Your answers determine whether Tom will let the party proceed to speak with Master Felix. Try different combinations of answers to his three questions, and enjoy his amusing responses. Whenever you decide to get serious and give Tom the "right" answers, he opens the doors to Chateau Felix.



*Tom is an interesting character with some very important questions for the party.*

BACCARAT  
REGION





# KINGDOM OF ARGONIA

## WORLD MAPS

### MAP KEY

- Treasure Chest
- Treasure Chest, requires thief's key
- Treasure Chest, requires magic key

### ITEMS FOUND

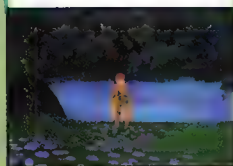
- 41 gold coins
- Iron helmet
- Mini medal
- Seed of strength
- Seed of wisdom
- 1500 gold coins
- Yggdrasil leaf
- Seed of agility
- Lightning staff
- Fresh milk x3
- Prayer ring
- Seed of skill
- Prayer ring
- Silver platter
- Light shield
- Mini medal
- Steel shield
- Mini medal
- Eagle dagger
- Mini medal
- Lizard humour

## INFAMOUS MONSTERS



### MYSTICAL SPRING

Drinking the refreshing waters of this spring in the western mountains of the Argonian Kingdom is well worth a visit. The Mystical Spring attracts all sorts of interesting personalities. The party might encounter some extremely informative and important people here by visiting at the right time, or after certain major events.



Drink from the waters of the Mystical Spring and see what happens. Visit here often, especially after major story events and after obtaining Important Items, to learn more about the party's heroic quest.

### PEDDLER'S TENT

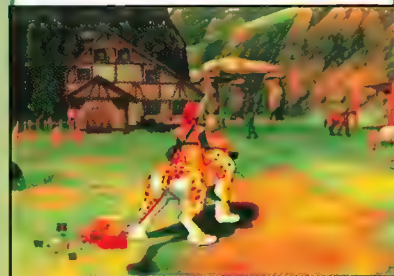
Camped on the roadside heading west from Argonia is a band of travellers. During the daytime only, a merchant seated near the outdoor fire sells items and weapons.



The friendly campers offer help in the form of regional travel tips, alchemy pot recipes, and items for sale.

### ROYAL HUNTING GROUND: HOUSE

The folks who live just outside the entrance of Argonia's Royal Hunting Ground are well-versed in the history of the area. They'll offer up their hospitality and provide helpful hints and advice concerning any upcoming tasks that the party may face.



The groundskeepers and children living by the entrance of the Royal Hunting Ground are extremely friendly and helpful people.

### SEER'S RETREAT

The first time you visit the Seer's Retreat, the old hermit most likely won't be at home. The Seer can be found at the nearby spring. Join him there to learn of the Mystical Spring's qualities.



The next time you find yourself wondering how to use strange Important Items, remember how insightful the Seer is...



### ITEM SHOP LIST

| ITEM             | COST (G) | EQUIP ON                             |
|------------------|----------|--------------------------------------|
| Medicinal herb   | 8G       | N/A                                  |
| Moonwort bulb    | 30G      | N/A                                  |
| Holy water       | 20G      | N/A                                  |
| Dream blade      | 4700G    | Hero, *Jessica (knife skill), Angelo |
| Turtle shell     | 2300G    | Yangus                               |
| Cloak of evasion | 3000G    | Jessica, Angelo                      |



# MONSTER APPEARANCES

## EASTERNMOST AREA—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 101 | Treevil          | 109 | 0  | 95  | 27   |
| 112 | Iron scorpion    | 64  | 21 | 82  | 21   |
| 119 | Frogman          | 116 | 16 | 88  | 18   |
| 123 | Magic marionette | 117 | 0  | 108 | 27   |
| 126 | Berserker        | 120 | 0  | 118 | 19   |

## EAST CENTRAL AREA—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 101 | Treevil          | 109 | 0  | 95  | 27   |
| 109 | Jumping jackal   | 111 | 0  | 103 | 32   |
| 119 | Frogman          | 116 | 16 | 88  | 18   |
| 123 | Magic marionette | 117 | 0  | 108 | 27   |
| 126 | Berserker        | 120 | 0  | 118 | 19   |

## SOUTHEAST AREA—ANY TIME

| NO. | NAME          | HP | MP | EXP | GOLD |
|-----|---------------|----|----|-----|------|
| 112 | Iron scorpion | 64 | 21 | 82  | 21   |

## SOUTHEAST AREA—DAY

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 117 | Skullrider     | 109 | 0  | 97  | 32   |
| 118 | Hades condor   | 102 | 16 | 99  | 22   |
| 121 | Magic dumbbell | 78  | 14 | 41  | 9    |
| 122 | Gargoyle       | 120 | 0  | 114 | 36   |

## SOUTHEAST AREA—NIGHT

| NO. | NAME             | HP  | MP       | EXP | GOLD |
|-----|------------------|-----|----------|-----|------|
| 113 | Toxic zombie     | 116 | 0        | 75  | 17   |
| 116 | Bomboulder       | 115 | 10       | 111 | 11   |
| 123 | Magic marionette | 117 | 0        | 108 | 27   |
| 125 | Lump wizard      | 108 | Infinite | 112 | 22   |

## CENTRAL AREA—FIELD—ANY TIME

| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 66  | Cureslime       | 54  | 20 | 70  | 11   |
| 97  | Bodkin fletcher | 88  | 0  | 86  | 23   |
| 112 | Iron scorpion   | 64  | 21 | 82  | 21   |
| 124 | Notso macho     | 147 | 12 | 120 | 38   |

## CENTRAL AREA—FIELD—DAY

| NO. | NAME       | HP  | MP | EXP | GOLD |
|-----|------------|-----|----|-----|------|
| 117 | Skullrider | 109 | 0  | 97  | 32   |

## CENTRAL AREA—FIELD—NIGHT

| NO. | NAME      | HP | MP | EXP | GOLD |
|-----|-----------|----|----|-----|------|
| 106 | Tap Devil | 85 | 0  | 78  | 21   |

## CENTRAL AREA—FOREST—ANY TIME

| NO. | NAME          | HP  | MP       | EXP | GOLD |
|-----|---------------|-----|----------|-----|------|
| 101 | Treevil       | 109 | 0        | 95  | 27   |
| 106 | Tap devil     | 85  | 0        | 78  | 21   |
| 107 | Mushroom mage | 81  | 10       | 75  | 13   |
| 119 | Frogman       | 116 | 16       | 88  | 18   |
| 125 | Lump wizard   | 108 | Infinite | 112 | 22   |

## WEST CENTRAL AREA—FIELD—DAY

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 121 | Magic dumbbell | 78  | 14       | 41  | 9    |
| 122 | Gargoyle       | 120 | 0        | 114 | 36   |
| 124 | Notso macho    | 147 | 12       | 120 | 38   |
| 127 | Bulldozer      | 131 | 0        | 117 | 31   |
| 131 | King cureslime | 180 | Infinite | 136 | 16   |

## WEST CENTRAL AREA—FIELD—NIGHT

| NO. | NAME             | HP  | MP       | EXP | GOLD |
|-----|------------------|-----|----------|-----|------|
| 119 | Frogman          | 116 | 16       | 88  | 18   |
| 123 | Magic marionette | 117 | 0        | 108 | 27   |
| 125 | Lump wizard      | 108 | Infinite | 112 | 22   |
| 128 | Ghoul            | 182 | 0        | 98  | 17   |
| 129 | Shade            | 86  | 0        | 78  | 14   |

## WEST CENTRAL AREA—FOREST—ANY TIME

| NO. | NAME           | HP  | MP       | EXP  | GOLD |
|-----|----------------|-----|----------|------|------|
| 36  | Metal slime    | 4   | Infinite | 1350 | 5    |
| 56  | Chimaera       | 54  | 6        | 64   | 12   |
| 107 | Mushroom mage  | 81  | 10       | 75   | 13   |
| 119 | Frogman        | 116 | 16       | 88   | 18   |
| 127 | Bulldozer      | 131 | 0        | 117  | 31   |
| 131 | King cureslime | 180 | Infinite | 136  | 16   |

## NORTHEAST AREA—FIELD—ANY TIME

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 130 | Lethal armour | 145 | 20 | 124 | 52   |

## NORTHEAST AREA—FIELD—DAY

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 66  | Cureslime      | 54  | 20       | 70  | 11   |
| 122 | Gargoyle       | 120 | 0        | 114 | 36   |
| 124 | Notso macho    | 147 | 12       | 120 | 38   |
| 127 | Bulldozer      | 131 | 0        | 117 | 31   |
| 131 | King cureslime | 180 | Infinite | 136 | 16   |
| 134 | Demonrider     | 126 | 0        | 131 | 37   |

## NORTHEAST AREA—FIELD—NIGHT

| NO. | NAME             | HP  | MP       | EXP | GOLD |
|-----|------------------|-----|----------|-----|------|
| 123 | Magic marionette | 117 | 0        | 108 | 27   |
| 125 | Lump wizard      | 108 | Infinite | 112 | 22   |
| 128 | Ghoul            | 182 | 0        | 98  | 17   |
| 129 | Shade            | 86  | 0        | 78  | 14   |
| 132 | Hoodlum          | 123 | 0        | 106 | 32   |

## NORTHEAST AREA—FOREST—DAY

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 56  | Chimaera       | 54  | 6  | 64  | 12   |
| 107 | Mushroom mage  | 81  | 10 | 75  | 13   |
| 119 | Frogman        | 116 | 16 | 88  | 18   |
| 127 | Bulldozer      | 131 | 0  | 117 | 31   |
| 133 | Hocus chimaera | 108 | 8  | 115 | 35   |

## SOUTHEAST AREA—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 106 | Tap Devil        | 85  | 0  | 78  | 21   |
| 119 | Frogman          | 116 | 16 | 88  | 18   |
| 123 | Magic marionette | 117 | 0  | 108 | 27   |

## SOUTHEAST AREA—DAY

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 95  | Puppet player | 100 | 15 | 90  | 41   |
| 117 | Skullrider    | 109 | 0  | 97  | 32   |
| 122 | Gargoyle      | 120 | 0  | 114 | 36   |

## SOUTHEAST AREA—NIGHT

| NO. | NAME          | HP  | MP       | EXP | GOLD |
|-----|---------------|-----|----------|-----|------|
| 100 | Night emperor | 100 | 0        | 93  | 46   |
| 125 | Lump wizard   | 108 | Infinite | 112 | 22   |
| 245 | Crayzee       | 91  | 16       | 94  | 25   |

## SOUTHEAST SHORE AREA—ANY TIME

| NO. | NAME            | HP  | MP       | EXP | GOLD |
|-----|-----------------|-----|----------|-----|------|
| 122 | Gargoyle        | 120 | 0        | 114 | 36   |
| 125 | Lump wizard     | 108 | Infinite | 112 | 22   |
| 242 | Anchorman       | 80  | 16       | 75  | 19   |
| 244 | Squid kid       | 74  | 0        | 74  | 15   |
| 247 | Merman          | 101 | 12       | 106 | 19   |
| 249 | Octavian sentry | 116 | 36       | 120 | 33   |
| 256 | Seasaur         | 181 | 0        | 194 | 36   |

AREA

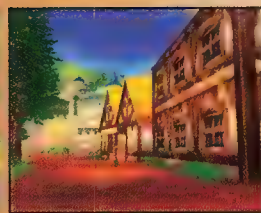
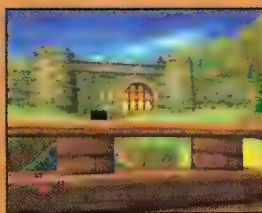
KINGDOM OF  
ARGONIA



# ARGONIA

Recommended Level: 25

## AREA MAPS



## MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church

## ITEMS FOUND

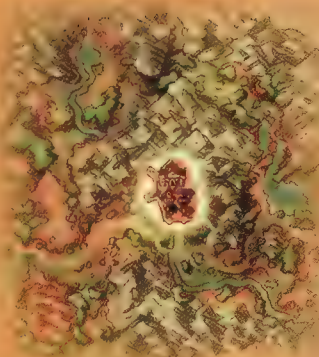
- 38 gold coins
- 50 gold coins
- 80 gold coins
- Rennet powder
- Rennet powder
- Cool cheese
- Strong medicine
- Feathered cap
- Strong antidote
- Plain cheese
- Rock salt
- \*Seed of magic (after bazaar moves inside)
- \*Mini medal (after bazaar moves inside)
- Mini medal
- Mini medal
- Wayfarer's clothes
- Iron axe
- Hairband
- Turban
- Magic water
- Leather cape
- Seed of strength
- Elfin elixir
- 30 gold coins
- Mini medal
- Mini medal
- Cloak of evasion
- Mini medal
- Devil's tail
- Magical hat
- Battle fork
- ?? Important Item
- Mini medal
- Skull ring
- Moon axe

## WEAPON AND ARMOUR SHOP LIST

| ITEM           | COST (G) | EQUIP ON                      |
|----------------|----------|-------------------------------|
| Battle-axe     | 4300G    | Yangus                        |
| Partisan       | 4400G    | Hero                          |
| Silver mail    | 4300G    | Hero, Angelo                  |
| Magic vestment | 4400G    | Jessica, Angelo               |
| Light shield   | 2250G    | Hero, Yangus, Jessica, Angelo |
| Silver tiara   | 1450G    | Jessica                       |

## ITEM SHOP LIST

| ITEM           | COST (G) |
|----------------|----------|
| Medicinal herb | 8G       |
| Antidotal herb | 10G      |
| Holy water     | 20G      |
| Chimaera wing  | 25G      |
| Moonwort bulb  | 30G      |





## Bazaar Weapon Shop List

| WEAPON               | COST (G) | EQUIP ON                     |
|----------------------|----------|------------------------------|
| Chain whip           | 2200G    | Jessica                      |
| Razor wing boomerang | 3800G    | Hero                         |
| Zombiesbane          | 6300G    | Hero, *Jessica (knife skill) |
| War hammer           | 6700G    | Yangus                       |
| Falcon knife         | 7700G    | Jessica                      |

## Bazaar Armour Shop List

| ARMOUR       | COST (G) | EQUIP ON     |
|--------------|----------|--------------|
| Heavy armour | 5000G    | Yangus       |
| Silk bustier | 5500G    | Jessica      |
| Magic armour | 6100G    | Hero, Angelo |
| Magic shield | 5000G    | Hero, Angelo |
| Magical hat  | 2700G    | Jessica      |
| Iron mask    | 3500G    | Hero, Yangus |

## Bazaar Accessory Shop List

| ACCESSORY          | COST (G) | EQUIP ON                      |
|--------------------|----------|-------------------------------|
| Bunny tail         | 50G      | Hero, Yangus, Jessica, Angelo |
| Gold bracer        | 350G     | Hero, Yangus, Jessica, Angelo |
| Gold ring          | 2000G    | Hero, Yangus, Jessica, Angelo |
| Tough guy tattoo   | 2400G    | Hero, Yangus, Jessica, Angelo |
| Scholar's specs    | 2700G    | Hero, Yangus, Jessica, Angelo |
| Ruby of protection | 3100G    | Hero, Yangus, Jessica, Angelo |

## Bazaar Item Shop List

| ITEM            | COST (G) |
|-----------------|----------|
| Rennet powder   | 10G      |
| Fresh milk      | 30G      |
| Red mould       | 30G      |
| Waterweed mould | 35G      |

## Bazaar Yggdrasil Leaf Shop List

| ITEM           | COST (G) |
|----------------|----------|
| Yggdrasil leaf | 1000G*   |

\*Only for sale if you possess zero (0) Yggdrasil Leafs.

## Noteworthy Locals



### King Clavius

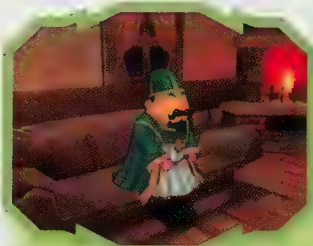
The honorable King of Argonia rules his kingdom with a fair hand. However, certain family matters are distressing him at this time. Can the heroes assist the King and his troublesome son, Prince Charmles?



### Prince Charmles

The Prince is prone to hiding in the castle or running off to a neighboring town to escape his royal obligations, causing

his father great concern. Charmles is worried about a forthcoming initiation ritual, in which he must go to the Royal Hunting Ground and hunt Argon lizards. What's he so afraid of?



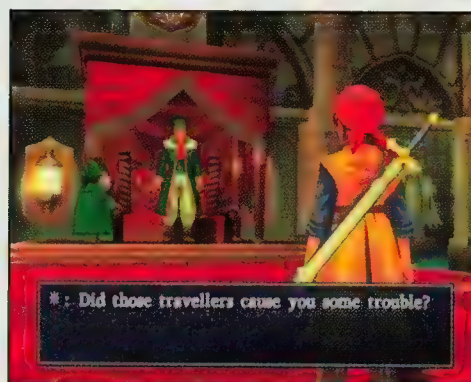
### Chancellor of Argonia

The Chancellor is truly dedicated to the causes of the King and the furtherance of the Argonian royal succession. He has a beautiful

mansion located on the hill overlooking the city. Not much could cause him to abandon his post, unless there were significant troubles at home...

## The Challenge of Charmles

The party is forbidden entrance to the castle without first visiting the Dark Ruins on the Northwest Isle. The party need not explore all of the Dark Ruins, but must visit there before they can enter the castle. Speak to the guards at the front doors near the church to determine the reason. The throne room of King Clavius is on the second floor. Speak to the King to learn the situation in Argonia, and how the party can help.



King Clavius needs the assistance of a few good heroes. And it just so happens a few good ones have arrived.



## ALCHEMY POT TIPS: ALCHEMY, ARGONIAN STYLE

Baccarat has a few interesting ingredients for alchemists, but most of the Important Items are waiting in Argonia. Items like the battle-axe, silver mail, and light shield should go straight from the store shelves into the alchemy pot, to be transformed into far superior items.

With the magic key available, the thief's key is now obsolete. Drop it into the alchemy pot along with the battle-axe to create the **bandit axe** (Attack 55), which sells for a nice profit. Transform the light shield into the improved **white shield** (Defence 24) using only two bottles of fresh milk. This upgrade is virtually free. And while the silver mail is a fantastic armour, you can further improve it by mixing it with Jessica's old dancer's costume to create **dancer's mail** (Defence 57).

### RECIPE SUMMARIES

Bandit axe = battle-axe + thief's key

Dancer's mail = dancer's costume + silver mail

White shield = light shield + fresh milk + fresh milk

ALAT

WARRIOR IN  
ARMOUR





## ALCHEMY POT TIPS: NEW INGREDIENTS AT THE ARGONIA BAZAAR

The Argonia Bazaar sells a wide variety of fantastic items, many of which can be further improved with alchemy! The heavy armour, for example, has a respectable defence score of 52. Boost that by dropping it into the pot along with a bandit axe and a bandit's grass skirt, making a suit of **bandit mail** (Defence 80) for Yangus. You can also boost the magic armour by mixing it with an edged boomerang to make a suit of damage-reflecting **spiked armour** (Defence 68).

Give Jessica's wisdom a double boost by purchasing two scholar's specs, one to wear and one to mix with a magical hat (sold separately) to make a **scholar's cap** (Defence 33). Produce a second scholar's cap in the alchemy pot, and combine it with a magic vestment (sold in Argonia's regular shop) to create a **sage's robe** (Defence 55) for Angelo.

You can produce a fantastic spear by mixing a battle fork and a devil's tail (found in Argonia Castle) with a poison needle (sold in Baccarat). The resultant **demon spear** (Attack 86) can occasionally score one-hit kills!

### RECIPE SUMMARIES

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

Scholar's cap = magical hat + scholar's specs

Spiked armour = edged boomerang + magic armour

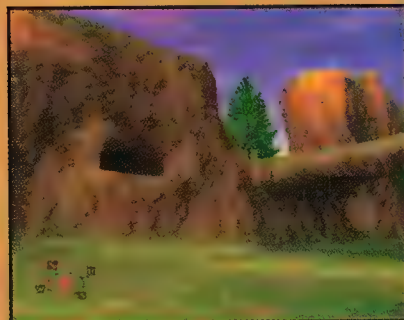
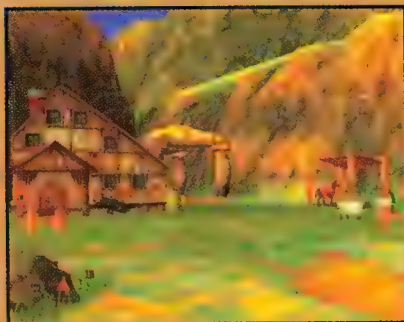
Sage's robe = magic vestment + scholar's cap

Demon spear = battle fork + poison needle + devil's tail

# ROYAL HUNTING GROUND

## AREA MAPS

Recommended Level: 28



### ITEMS FOUND

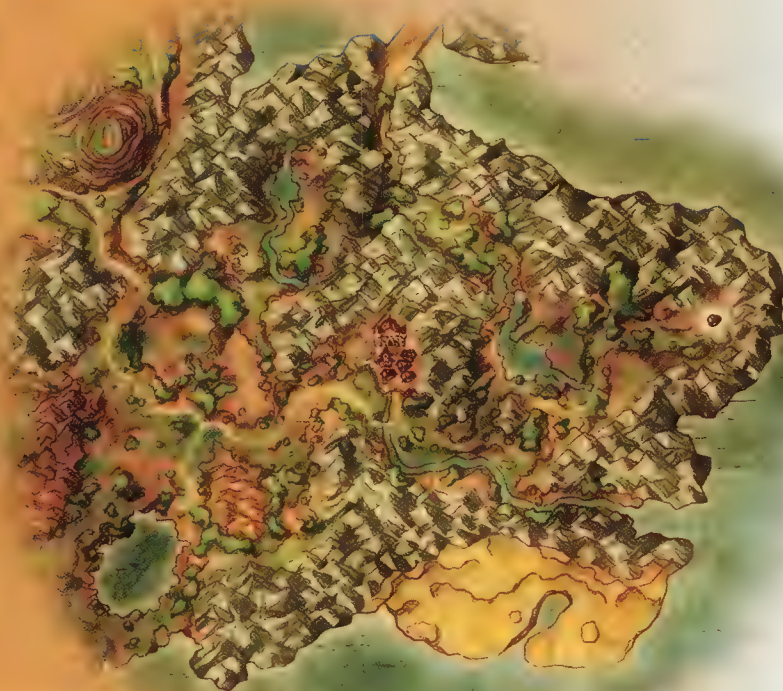
-  Dragon scale
-  Mini medal

### MONSTER APPEARANCES

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 133 | Hocus chimaera | 108 | 8        | 115 | 35   |
| 135 | Killer moth    | 84  | 8        | 116 | 14   |
| 145 | Jackal ripper  | 142 | Infinite | 123 | 32   |
| 150 | Hacksaurus     | 171 | 0        | 216 | 55   |
| 153 | Orc king       | 148 | 18       | 154 | 38   |

### MAP KEY

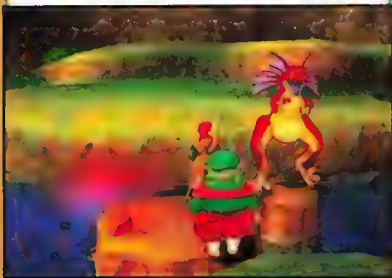
-  Treasure Chest, requires magic key
-  Item Bag





### STRANGE HARVEST

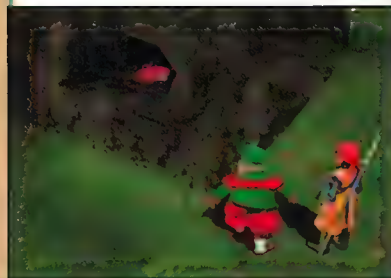
In the northwest section of the Royal Hunting Ground, strange fruit called salamangoes grow in a small patch. You can pick them up, carry them, and throw them just like breakable barrels or pots. Upon striking the ground, they release a small cloud of pollen that awakens and attracts Argon lizards.



Argon lizards cannot resist the smell of fresh salamango.

### CAVE CRITTER

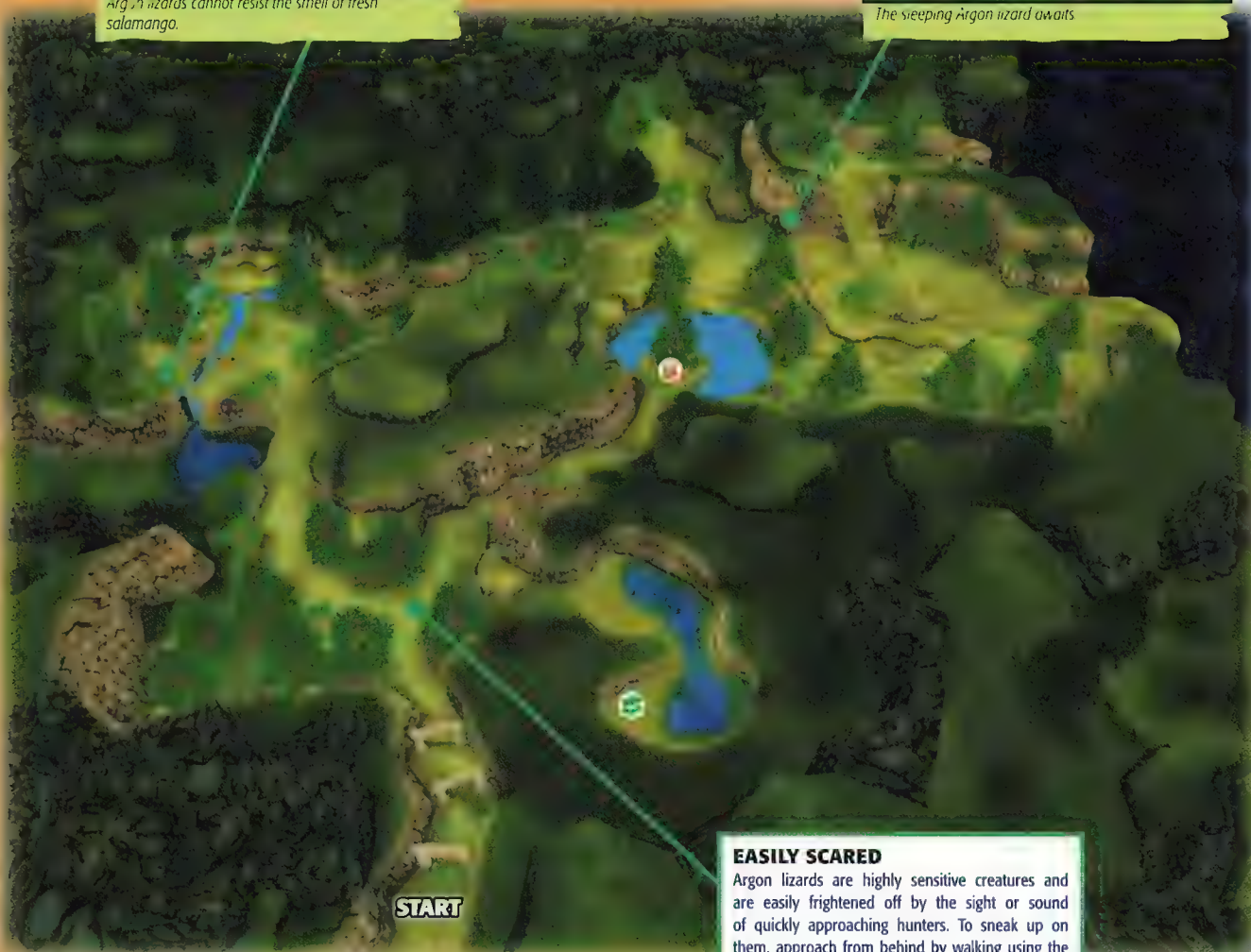
Find a way to draw the Argon lizard out of the cave.



The sleeping Argon lizard awaits

ATLAS

KINGDOM OF  
ARGONIA



### EASILY SCARED

Argon lizards are highly sensitive creatures and are easily frightened off by the sight or sound of quickly approaching hunters. To sneak up on them, approach from behind by walking using the directional button.



Move carefully and try not to make too much noise when approaching an Argon lizard.



# NORTHWEST ISLE

## WORLD MAPS

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires magic key

### ITEMS FOUND

-  Mini medal
-  Zombie mail

## INFAMOUS MONSTERS



Old Soldier



Occult Rider



Man-at-Arms



## MONSTER APPEARANCES

### NORTHWEST ISLE—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 103 | Lump shaman      | 80  | 30 | 90  | 32   |
| 104 | Skeleton soldier | 94  | 12 | 93  | 26   |
| 107 | Mushroom mage    | 81  | 10 | 75  | 13   |
| 113 | Toxic zombie     | 116 | 0  | 75  | 17   |
| 114 | Lesser demon     | 119 | 0  | 107 | 38   |



# DARK RUINS

Recommended Level: 29

## ITEMS FOUND

-  Mini medal
-  Dark Ruins map
-  Mini medal
-  Dragon scale
-  (Mimic)
-  Saint's ashes

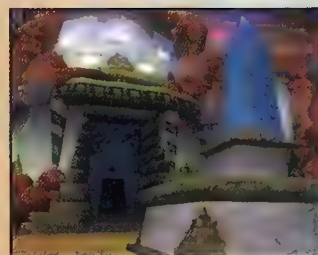
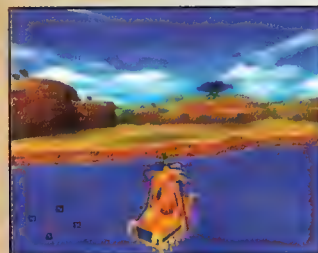
## MONSTER APPEARANCES

| NO. | NAME              | HP  | MP       | EXP | GOLD |
|-----|-------------------|-----|----------|-----|------|
| 44  | Mummy boy         | 73  | 0        | 55  | 9    |
| 65  | Mummy             | 66  | 0        | 67  | 10   |
| 120 | Mimic             | 144 | Infinite | 128 | 72   |
| 148 | Blood mummy       | 138 | 0        | 125 | 16   |
| 149 | Phantom swordsman | 102 | 0        | 164 | 34   |
| 151 | Bone baron        | 122 | 0        | 176 | 56   |
| 154 | Soulspawn         | 75  | 0        | 138 | 9    |
| 157 | Fallen priest     | 138 | 50       | 183 | 83   |
| 164 | Troll             | 423 | 0        | 210 | 46   |

## AREA MAPS

### MAP KEY

-  Breakable Barrel
-  Treasure Chest
-  Treasure Chest, requires magic key

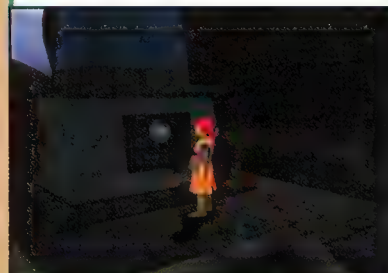


111A

NORTHWEST  
111A

### THE VOID

Upon entering the Dark Ruins, the party lose themselves in total darkness. Movement in any direction causes the heroes to exit the Dark Ruins. There must be some way to remove the dark veil preventing you from exploring this enigmatic location.



Examine the raised monument across from the Dark Ruins' doorway.





### RAISING THE CENTRAL STAIRS

The central stairs in the entrance hall are collapsed, preventing the party from proceeding. Somewhere nearby, there should be a mechanism that raises the stairs.



Search the balconies to find a way to raise the central stairs on the first floor.

Level 1

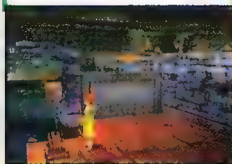
A on pg. 75

Map

Level 2

### BUILDING BRIDGES

To get across the area, you must move across both the ground floor and the raised platforms. However, gaps between the raised pathways prevent further progress. Surely, there must be some mechanisms that allow mere mortals to raise platforms between the gaps in the upper pathway?



Raising several steel walls in the area might cut off the path behind, but may also create a raised path to the next area.

Basement Level 2

Basement Level 1



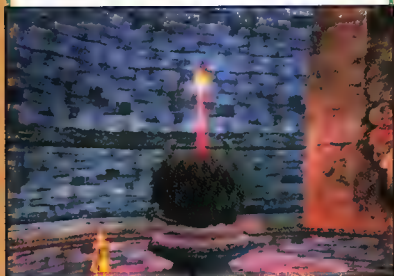
# MAP KEY

-  Breakable Barrel
-  Treasure Chest
-  Treasure Chest, requires magic key

## Basement Level 3

### DEMONIC RAYS

In the room with the large mural depicting the ancient battle between good and evil, two massive statues emit scorching beams of light. If the statues could somehow be rotated, perhaps they could be made to point toward some significant portion of the giant mural...



*Find a way to proceed through the large room with the mural by examining all of the interesting features of the area.*

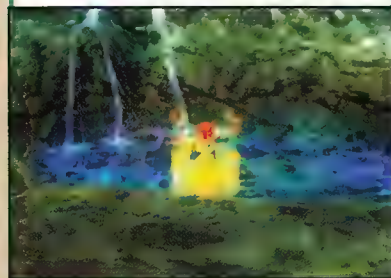


WYLA

WYLA  
WYLA

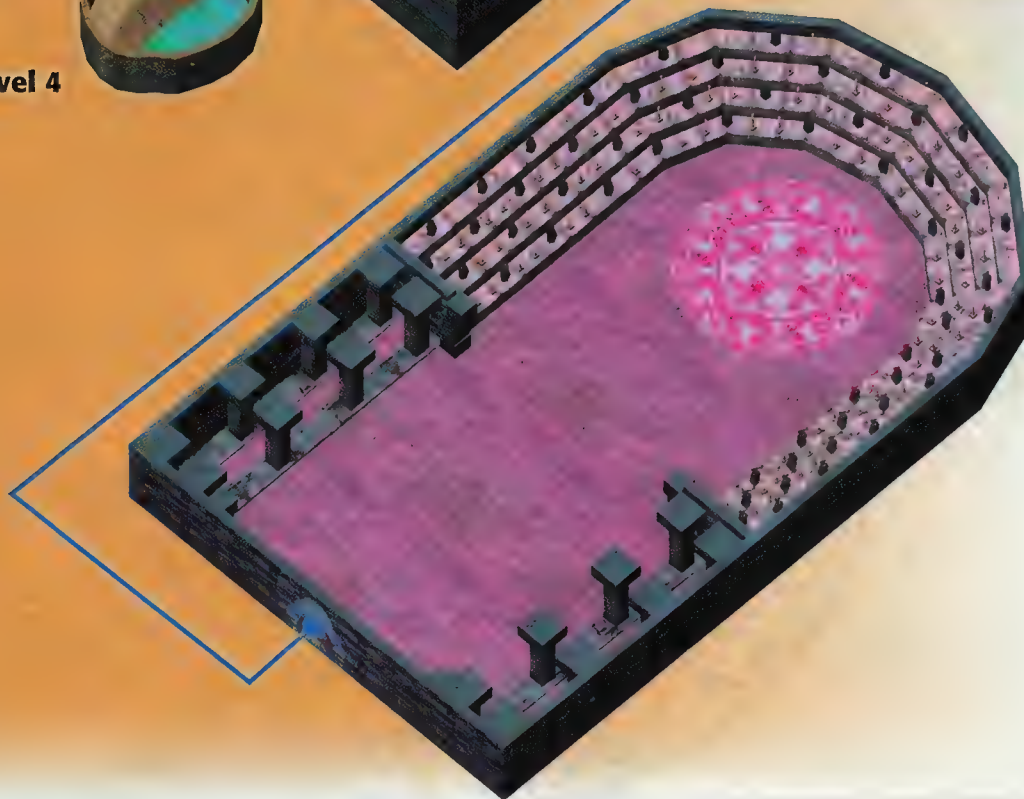
### SPARKLING REFRESHMENT

Before proceeding to the final chamber of the ruins, step into the small side chamber on Basement Level 4. Inside is a pool of clear water that fully restores the party's HP and MP!



*Drink the water in the small side cavern on B4 to enjoy a refreshing experience.*

## Basement Level 4





# ARCADIA REGION

## WORLD MAPS

### MAP KEY

-  Treasure Chest, requires thief's key
-  Treasure Chest, requires magic key
-  Treasure Chest, requires ultimate key

### ITEMS FOUND

-  Fresh milk
-  Elfin elixir
-  Assassin's dagger
-  Titan belt
-  Silver tiara

## INFAMOUS MONSTERS



Poisonous Sniper



Gloopy Groupie



Angel of Curing



### CHAPEL OF AUTUMN

Consider a visit to the church located northwest of Rydon's Tower before and after visiting the obsessive stonemason, and before proceeding to the frozen Blizzard Peaks in the far north.



Be sure to confess and rest at this church, conveniently located on the road northwest of Rydon's Tower.

### MONSTER APPEARANCES

#### WEST AREA—FIELD—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 152 | Swingin' hipster | 144 | 0  | 155 | 45   |
| 156 | Golem            | 225 | 0  | 237 | 50   |

#### WEST AREA—FOREST—ANY TIME

| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 133 | Hocus chimaera | 108 | 8        | 115 | 35   |
| 145 | Jackal ripper  | 142 | Infinite | 123 | 32   |
| 146 | Iron rhino     | 48  | 0        | 138 | 68   |
| 150 | Hacksaurus     | 171 | 0        | 216 | 55   |
| 153 | Orc king       | 148 | 18       | 154 | 38   |
| 164 | Troll          | 423 | 0        | 210 | 46   |

#### EAST AREA—FIELD—NIGHT

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 143 | Puppet master | 130 | 8  | 132 | 51   |
| 146 | Iron rhino    | 48  | 0  | 138 | 68   |
| 151 | Bone baron    | 122 | 0  | 176 | 56   |

#### WEST AREA—FIELD—DAY

| NO. | NAME       | HP  | MP | EXP | GOLD |
|-----|------------|-----|----|-----|------|
| 142 | Robo-robin | 99  | 99 | 96  | 43   |
| 153 | Orc king   | 148 | 18 | 154 | 38   |
| 155 | Gryphon    | 161 | 16 | 167 | 32   |

#### EAST AREA—FIELD—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 152 | Swingin' hipster | 144 | 0  | 155 | 45   |
| 156 | Golem            | 225 | 0  | 237 | 50   |

#### EAST AREA—FOREST—ANY TIME

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 133 | Hocus chimaera | 108 | 8  | 115 | 35   |
| 146 | Iron rhino     | 48  | 0  | 138 | 68   |
| 153 | Orc king       | 148 | 18 | 154 | 38   |
| 156 | Golem          | 225 | 0  | 237 | 50   |
| 164 | Troll          | 423 | 0  | 210 | 46   |

#### WEST AREA—FIELD—NIGHT

| NO. | NAME          | HP  | MP | EXP | GOLD |
|-----|---------------|-----|----|-----|------|
| 32  | Drackyma      | 33  | 6  | 28  | 9    |
| 143 | Puppet master | 130 | 8  | 132 | 51   |
| 146 | Iron rhino    | 48  | 0  | 138 | 68   |

#### EAST AREA—FIELD—DAY

| NO. | NAME       | HP  | MP | EXP | GOLD |
|-----|------------|-----|----|-----|------|
| 142 | Robo-robin | 99  | 99 | 96  | 43   |
| 153 | Orc king   | 148 | 18 | 154 | 38   |
| 155 | Gryphon    | 161 | 16 | 167 | 32   |
| 164 | Troll      | 423 | 0  | 210 | 46   |



# ARCADIA

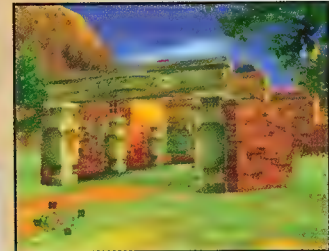
Recommended Level: 30



## AREA MAPS

### MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub



### ITEMS FOUND

- Lesser panacea
- Magic water
- Mini medal
- Mini medal
- Mini medal
- Rennet powder
- 230 gold coins
- 27 gold coins
- Seed of life
- Mystifying mixture
- Mini medal
- Wizard's staff
- Seed of strength
- Cloak of evasion
- Bunny tail
- Poison moth knife
- Leather dress
- Dragon scale
- Strength ring
- Gold bracer
- Mini medal
- Mini medal
- Rock salt
- 350 gold coins
- Magic water
- Amor seco essence
- Fresh milk
- Rennet powder
- Dragon dung
- Cowpat
- 26 gold coins
- Rock salt
- Giant mallet
- 650 gold coins
- Magic vestment
- Mini medal
- Mini medal
- Titan belt
- Seed of magic
- Stone sword
- The Big Book of Barriers

### ITEM SHOP LIST

| ITEM           | COST (G) |
|----------------|----------|
| Medicinal herb | 8G       |
| Antidotal herb | 10G      |
| Holy water     | 20G      |
| Chimaera wing  | 25G      |
| Moonwort bulb  | 30       |
| Rockbomb shard | 450G     |

### NIGHTTIME ITEM SHOP LIST

| ITEM          | COST (G) |
|---------------|----------|
| Seed of skill | 2000G*   |

\*One purchase only.

### WEAPON SHOP LIST

| WEAPON        | COST (G) | EQUIP ON                     |
|---------------|----------|------------------------------|
| Sword breaker | 5500G    | Jessica                      |
| Swallowtail   | 6800G    | Hero                         |
| Bastard sword | 8800G    | Hero, *Jessica (knife skill) |
| Hell scythe   | 9500G    | Yangus                       |

### ARMOUR SHOP LIST

| ARMOUR           | COST (G) | EQUIP ON        |
|------------------|----------|-----------------|
| Cloak of evasion | 3000G    | Jessica, Angelo |
| Magic armour     | 6100G    | Hero, Angelo    |
| Magic bikini     | 13800G   | Jessica         |
| Magic shield     | 5000G    | Hero, Angelo    |
| Magical hat      | 2700G    | Jessica         |
| Iron mask        | 3500G    | Hero, Yangus    |





## NOTEWORTHY LOCALS



### Master Dominico

Dominico is a great magician, proud descendant from a long line of wizards and mages who have presided over Arcadia. Dominico's

ancient ancestors were renowned for their skill and wisdom, but Dominico and his recent forefathers have grown more complacent and conceited with each generation. Most of the townspeople bear a general disdain for Dominico, yet hide it out of respect, or perhaps in fear of his inherited magic abilities.



### David

David is a young man who attempted to travel the world, in search of something he couldn't quite put his finger on. By the time he reached

Arcadia, he was starving and very near death. Master Dominico took in David and gave him a place to live and work, and for that David is extremely grateful. However, David seems unable to realize that Master Dominico is always looking for any opportunity to humiliate and degrade him, and that he should have left long ago.



### Sir Leopold

Master Dominico's pet is a fearsome hound, the mere sight of which chills the blood of everyone in Arcadia. Over the years, Sir Leopold has taken on

many of Master Dominico's more unsavory traits, and treats the manservant David just as poorly as the master magician.

## THE MOUNTAIN BRIDGE CITY

The party arrives in Arcadia in pursuit of a villain who left the Northern Checkpoint of the Argonia region in ruins. When you enter the town, all of its citizens are gathered in the streets. Beat a path to the gates of the town magistrate and tyrant, the audacious Master Dominico. Enter the house and proceed to the room upstairs to watch the events unfold, and then speak with Master Dominico to learn how to remedy the situation in Arcadia.



*Citizens line the streets all the way up to the doorstep of Master Dominico's.*



# RYDON'S TOWER

Recommended Level: 30

## AREA MAPS

### ITEMS FOUND

-  Rydon's Tower map
-  Recovery ring
-  Cheiron's bow

### MONSTER APPEARANCES

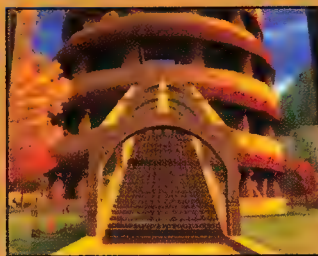
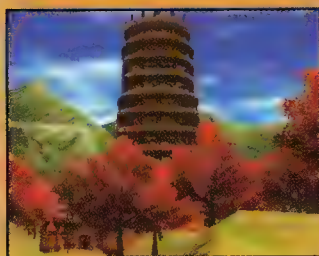
| NO. | NAME           | HP  | MP       | EXP | GOLD |
|-----|----------------|-----|----------|-----|------|
| 131 | King cureslime | 180 | Infinite | 136 | 16   |
| 133 | Hocus chimera  | 108 | 8        | 115 | 35   |
| 136 | Jabberwockee   | 645 | 13       | 318 | 100  |
| 137 | Jab            | 90  | Infinite | 81  | 25   |
| 138 | Ber            | 75  | 0        | 71  | 25   |
| 139 | Kee            | 75  | 10       | 61  | 25   |
| 140 | Woc            | 75  | 12       | 61  | 25   |
| 146 | Iron rhino     | 48  | 0        | 138 | 68   |
| 153 | Orc king       | 148 | 18       | 154 | 38   |
| 154 | Soulspawn      | 75  | 0        | 138 | 9    |
| 155 | Gryphon        | 161 | 16       | 167 | 32   |
| 156 | Golem          | 225 | 0        | 237 | 50   |
| 159 | Living statue  | 266 | 0        | 306 | 90   |

### MAP KEY

-  Treasure chest
-  Treasure chest, requires magic key

ATLAS

ARCADIA



### UNIQUE KEY OF ENTRY

The sign to the left of the main doors indicates that you need to insert the **stone sword** in order to enter Rydon's Tower. You can obtain the stone sword from a stonemason residing in Arcadia, but only after certain events have transpired there.



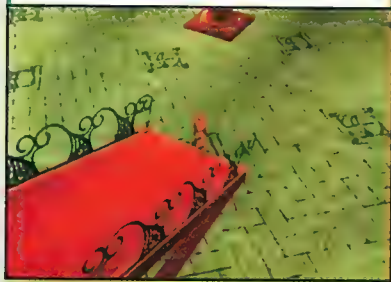
Use the stone sword to gain access to Rydon's Tower.





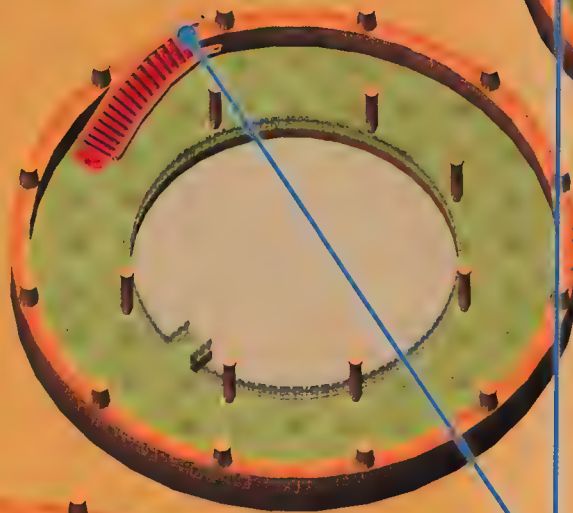
## SEESAW BRIDGES

Stepping onto the central bridge causes it to rock under the party's weight. Pause until the bridge tilts, then run across the sloping path. The bridge tilts again when the characters move just past the halfway point. Remember that your weight tilts the bridges within Rydon's Tower, and that your weight can also hold them in place...

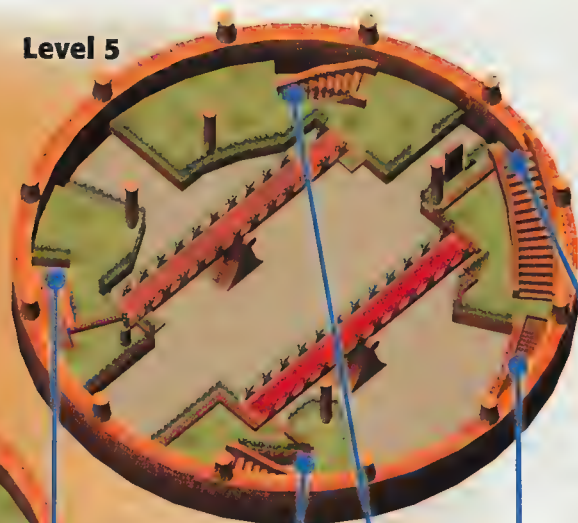


The bridges in Rydon's Tower tilt like seesaws under the weight of the party and certain stone statues.

Level 3



Level 5



Level 2

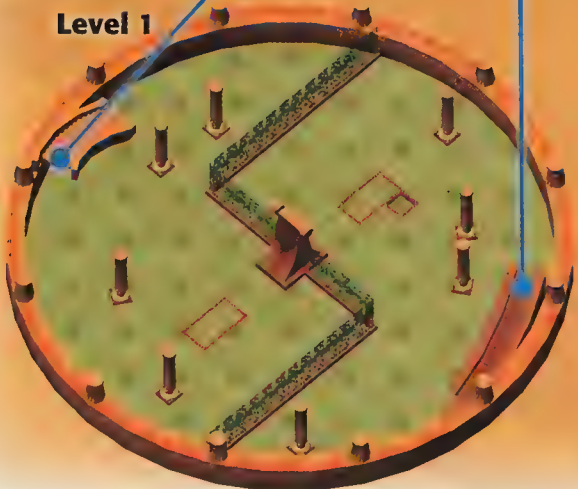


Level 4



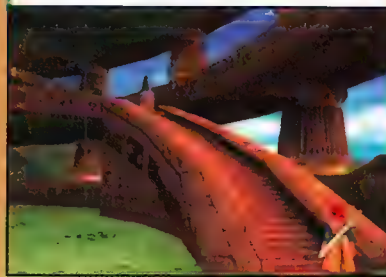
on pg 81

Level 1



## STATUE-RAISING RAMPS

If you move a heavy object such as a statue onto the small square platform at the bottom of certain ramps, such as the one on Level 4, you can move the statue between levels. This way, you can use the weighted object to tilt a bridge on the level above.

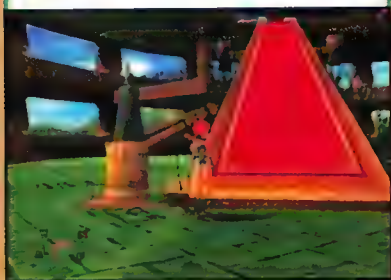


When you move the statues onto the small squares at the bottom of mechanical ramps, the balancing weight is transported to the level above.



## THE MAIN RAMP

After you've traversed the many levels of the tower, it should become obvious that the ramp with the red carpeting on Level 8 is the main ramp. However, if you can manage to tilt the other ramp on this level before working on the red-carpeted bridge, you should be able to reach the rare recovery ring on Level 9.



To reach level 9F and the top levels of the tower, pull statues off the red-carpeted tilting bridge on level 8F.

Level 11



Level 8



Level 7



Level 6



Level 10



Level 9



AREA

ARCADA  
BICOM



# BLIZZARD PEAKS

## WORLD MAPS

### MAP KEY

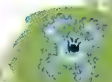
-  Treasure Chest, requires thief's key
-  Treasure Chest, requires magic key

### ITEMS FOUND

-  Mini medal
-  Special antidote
-  Special medicine
-  Mini medal
-  Yggdrasil leaf
-  Agility ring
-  Holy silver rapier
-  Mini medal
-  Important Item
-  Ultimate key
-  Nook grass x4\*

\*Obtain from character located either at Marta's Cottage or in Orkutsk town.

## INFAMOUS MONSTERS



Cold Fire



Roboster Mk I



Big Blizzard



Attack Bot Mk II



### MARTA'S COTTAGE

When you enter the frozen Blizzard Peaks, the party is buried under an avalanche, only to be rescued by a nice old lady named Marta and her faithful dog Boris. After awakening at Marta's Cottage, head upstairs to speak with Marta and the rest of your party seated around the table. Before leaving, check out the ancient shrine behind Marta's house.



Marta  
If you go down the mountain and go to the north, you will come to a town called Orkutsk. Maybe someone will know something there.

### MONSTER APPEARANCES

#### NORTH AREA—ANY TIME

| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 160 | Freeze fly      | 126 | 30 | 160 | 36   |
| 165 | Ice queen       | 221 | 0  | 186 | 56   |
| 166 | Abominape       | 186 | 0  | 202 | 24   |
| 168 | Killing machine | 165 | 0  | 315 | 58   |

#### SOUTH AREA—ANY TIME

| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 165 | Ice queen       | 221 | 0  | 186 | 56   |
| 166 | Abominape       | 186 | 0  | 202 | 24   |
| 168 | Killing machine | 165 | 0  | 315 | 58   |
| 172 | Frost wyvine    | 286 | 30 | 326 | 62   |

#### NORTH AREA—DAY

| NO. | NAME        | HP  | MP | EXP | GOLD |
|-----|-------------|-----|----|-----|------|
| 158 | Dead ringer | 124 | 20 | 68  | 12   |
| 162 | Frostburn   | 113 | 10 | 199 | 16   |

#### SOUTH AREA—DAY

| NO. | NAME        | HP  | MP | EXP | GOLD |
|-----|-------------|-----|----|-----|------|
| 158 | Dead ringer | 124 | 20 | 68  | 12   |
| 162 | Frostburn   | 113 | 10 | 199 | 16   |

#### NORTH AREA—NIGHT

| NO. | NAME      | HP  | MP | EXP | GOLD |
|-----|-----------|-----|----|-----|------|
| 163 | Hellhound | 166 | 0  | 108 | 26   |

#### SOUTH AREA—NIGHT

| NO. | NAME      | HP  | MP | EXP | GOLD |
|-----|-----------|-----|----|-----|------|
| 169 | Ikikiller | 198 | 24 | 221 | 78   |



# ORKUTSK

Recommended Level: 31

## AREA MAPS

### MAP KEY

- Inn
- Armour Shop
- Weapon Shop
- Item Shop
- Church
- Pub

### ITEMS FOUND

- Amor seco essence
- Wing of bat
- Mini medal
- Ruby of protection
- Rockbomb shard
- Chimaera wing
- Seed of defence
- Chilly cheese
- Mini medal
- Mini medal
- Mini medal
- Edged boomerang
- Magic water
- Nook grass x4\*

\*From character located either here or at Marta's Cottage.

### ITEM SHOP LIST

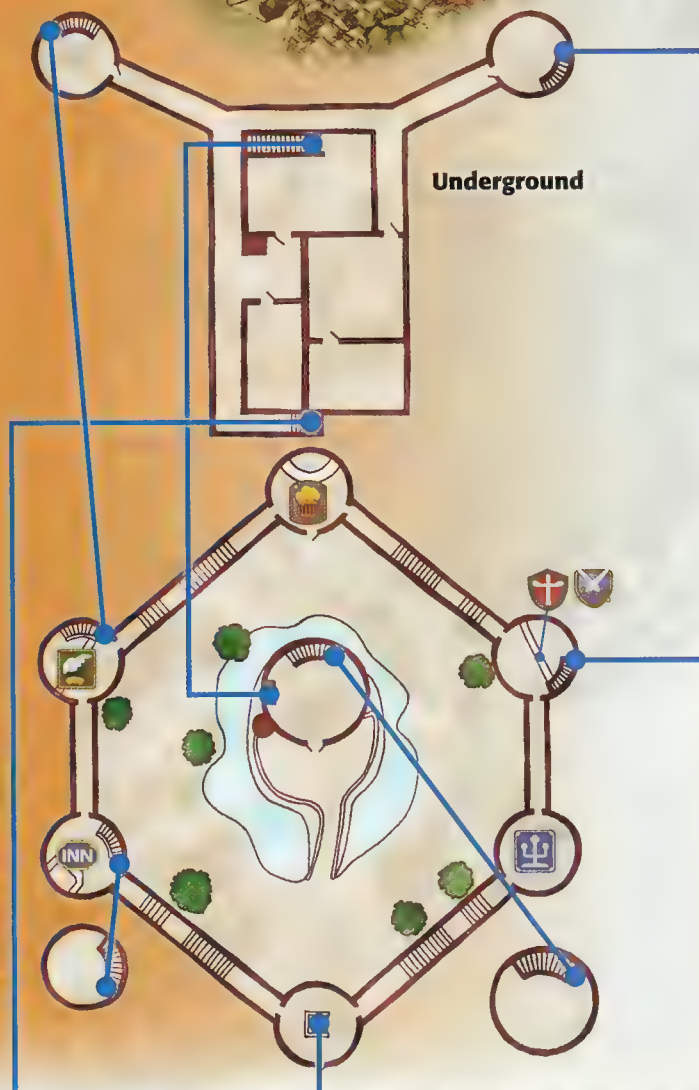
| ITEM              | COST (G) |
|-------------------|----------|
| Medicinal herb    | 8G       |
| Antidotal herb    | 10G      |
| Holy water        | 20G      |
| Chimaera wing     | 25G      |
| Amor seco essence | 120G     |

### WEAPON SHOP LIST (NIGHT)

| WEAPON            | COST (G) | EQUIP ON                     |
|-------------------|----------|------------------------------|
| Swallowtail       | 6800G    | Hero                         |
| Falcon knife      | 7700G    | Jessica                      |
| Spiked steel whip | 8300G    | Jessica                      |
| Dragonsbane       | 11000G   | Hero, *Jessica (knife skill) |
| King axe          | 17000G   | Yangus                       |

### ARMOUR SHOP LIST (DAY)

| ARMOUR        | COST (G) | EQUIP ON     |
|---------------|----------|--------------|
| Velvet cape   | 9400G    | Angelo       |
| Dragon mail   | 12000G   | Hero, Yangus |
| Dragon shield | 6900G    | Hero, Yangus |
| Ice shield    | 8500G    | Hero, Angelo |
| Iron headgear | 5500G    | Hero, Yangus |

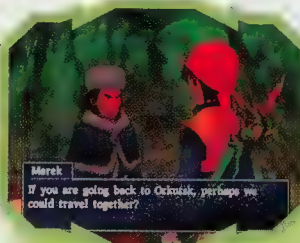


ATLAS

WILZMIN  
PEAKS



## NOTEWORTHY LOCALS



### Marek

Although the local herb doctor isn't a native of the Orkutsik community, the citizens deeply respect him and have come to depend on his homeopathic

remedies for their wellbeing in this frigid region. When he's not busy at work in his underground apartment and lab, he often leaves on expeditions to a nearby grotto where he tends to his herb garden.

## WINTRY ABODE

The town of Orkutsik is entirely enclosed, to protect its inhabitants from the harsh climate. From the pub, visitors may head through an exit to the center of the town, where the mayor's mansion is located. Within the mayor's mansion is a stairway that leads down to the warm underground level of Orkutsik, with the citizens' living quarters. Until the collapsed man can be removed from the top of the stairwell near the town's entrance, this is the only route that allows you to reach the lower levels of Orkutsik.



Speak to the mayor of Orkutsik in the central mansion to learn of Marek's whereabouts.

# HERB GROTTTO

Recommended Level: 32

## ITEMS FOUND

- Mini medal
- Rose-wort
- Rose-root
- Mini medal
- Mini medal
- Seed of life
- Herb Grotto map
- 100 gold coins
- 2100 gold coins
- Devil's tail
- Elfin elixir
- Icicle dirk

## MONSTER APPEARANCES

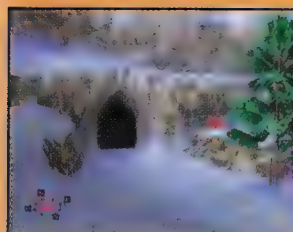
| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 160 | Freeze fly      | 126 | 30 | 160 | 36   |
| 162 | Frostburn       | 113 | 10 | 199 | 16   |
| 163 | Hellhound       | 166 | 0  | 108 | 26   |
| 168 | Killing machine | 165 | 0  | 315 | 58   |
| 169 | Icickiller      | 198 | 24 | 221 | 78   |
| 172 | Frost wyvine    | 286 | 30 | 326 | 62   |

## AREA MAPS

### MAP KEY

- Treasure chest
- Treasure chest, requires thief's key
- Treasure chest, requires magic key
- Breakable Pot

Herb Grotto



## ALCHEMY POT TIPS: THE ULTIMATE KEY AND THE ULTIMATE SWORD

With the ultimate key, you can finally unlock many doors and treasures you've passed on your travels. The alchemy pot can further enhance many of the powerful items you've found in those locations, but none as great as the rusty old sword found in Trodain Castle. That rusty old sword can transform into one of the game's most powerful swords with ingredients you might already have! Drop it into the alchemy pot along with the slime crown (from the well near the Hilltop Hut in Trodain) and a hunk of orichalcum (awarded by Princess Minnie for returning 83 mini medals) to create a **liquid metal sword** (Attack 118). This mighty blade is particularly effective against metal creatures.

Even if you don't have enough medals to obtain the orichalcum, you can still craft a number of top-class blades. Combine the double-edged sword (found in Minnie's Castle) with a pair of saint's ashes to lift the weapon's curse and create the **über double-edge** (Attack 76). Transform the dragonsbane into a **dragon slayer** (Attack 83) by combining it with a mighty armet (a Monster Arena prize). Or craft a **blizzard blade** (Attack 90) out of the icicle dirk (found in the Herb Grotto), a bastard sword (sold in Arcadia), and a hunk of cold cheese.

### RECIPE SUMMARIES

Dragon slayer = dragonsbane + mighty armet

Blizzard blade = bastard sword + icicle dirk + cold cheese

Über double-edge = double-edged sword + saint's ashes + saint's ashes

Liquid metal sword = rusty old sword + slime crown + orichalcum



## Level 1



### SLIPPERY BRIDGE

Walk slowly across the ice bridge connecting the various upper portions of the initial cavern. By using the directional button, you can better control the onscreen character's movement speed and greatly reduce the likelihood of slipping off the bridge to the ground level.



*Walk, don't run, across the ice bridge to avoid navigational setbacks.*

### ICICLE DROP

When the party passes the point where an icicle drips onto the cave floor, the frozen mass inexplicably crashes to the cave floor directly behind them. Although most of the time this serves no purpose except to startle you, it may be possible to form a makeshift ice bridge between disconnected areas in caves...



*By causing icicles to fall in the caverns, you might be able to create a useful pathway.*

ATLAS

BULLDOZER  
FEAST

## Level 2

## Level 3

## Level 4

### TRAPPED BEHIND AN ICE WALL

At first it may seem as if there's no way to get around the fallen icicles that block off the eastern branch of the cave. However, examine the icicles and you may come up with a clever idea. After that, explore the area to determine if an alternate route might be created somehow...



*Examine the icicles blocking the right-hand portion of the cave to determine how to resolve the situation.*



# DESERT

## WORLD MAPS

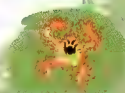
### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires magic key

### ITEMS FOUND

-  Dragon dung
-  Dragon scale

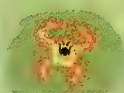
## INFAMOUS MONSTERS



Living Flame



Bone Racer



Living Torch

### DESERT CHAPEL

Before proceeding further into the wasteland, stop off at the Desert Chapel to confess and save your progress. A cheaply priced inn allows the party to recoup as often as needed, and a merchant behind a counter sells items. Speak to the person attending service to learn clues regarding an alchemy pot recipe.



Use the Desert Chapel to rest and save before attempting to explore the dangerous Desert.



### DESERT WELLS

Several wells scattered all around the Desert provide more than just a cool, dark place to escape from the heat. Inside, you'll discover a faster means of travel around the desert area...



Check out the wells located around the desert. Perhaps travelling underground is a faster way to go?

### ITEM SHOP LIST

| ITEM              | COST (G) | EQUIP ON                             |
|-------------------|----------|--------------------------------------|
| Medicinal herb    | 8G       | N/A                                  |
| Antidotal herb    | 10G      | N/A                                  |
| Chimaera wing     | 25G      | N/A                                  |
| Amor seco essence | 120G     | N/A                                  |
| Dream blade       | 4700G    | Hero, *Jessica (knife skill), Angelo |

### MONSTER APPEARANCES

#### DESERT—ANY TIME

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 112 | Iron scorpion  | 64  | 21 | 82  | 21   |
| 130 | Lethal armour  | 145 | 20 | 124 | 52   |
| 144 | Death scorpion | 68  | 0  | 99  | 14   |
| 147 | Dancing flame  | 98  | 0  | 143 | 14   |

#### DESERT—DAY

| NO. | NAME       | HP | MP | EXP | GOLD |
|-----|------------|----|----|-----|------|
| 73  | Muddy hand | 49 | 0  | 45  | 8    |

#### DESERT—NIGHT

| NO. | NAME       | HP  | MP | EXP | GOLD |
|-----|------------|-----|----|-----|------|
| 134 | Demonrider | 126 | 0  | 131 | 37   |



# DRAGON GRAVEYARD

Recommended Level: 34

## AREA MAPS

### ITEMS FOUND

-  Dragon Graveyard map
-  Mini medal
-  Dragon dung
-  Dragon shield

### MAP KEY

-  Treasure chest
-  Treasure chest, requires thief's key
-  Treasure chest, requires magic key
-  Item Bag

### MONSTER APPEARANCES

| NO. | NAME             | HP  | MP       | EXP   | GOLD |
|-----|------------------|-----|----------|-------|------|
| 167 | Beelzebuzz       | 154 | 16       | 165   | 21   |
| 168 | Killing machine  | 165 | 0        | 315   | 58   |
| 171 | Metal king slime | 20  | 66       | 30010 | 240  |
| 174 | Dragurn          | 268 | 0        | 302   | 61   |
| 175 | Smacker          | 131 | Infinite | 149   | 18   |
| 182 | Tyrantosaur      | 208 | 0        | 283   | 57   |

ATLAS

ITEMS



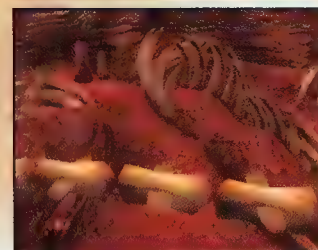
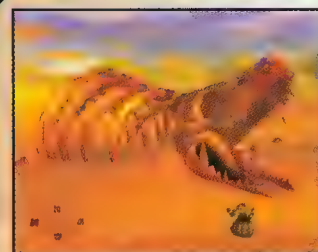
#### MOUTH OF THE DRAGON

It's somewhat difficult to depict on these maps, but note that the only problem with navigating through the Dragon Graveyard is that in two instances, the party must pass through the open mouth of a dragon skull to proceed.



Don't worry. This big lizard hasn't eaten any adventurers in ages!

#### Doors of Judgement





# SAVELLA AREA

## WORLD MAPS

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires magic key

### ITEMS FOUND

-  Magic water
-  Seed of magic
-  Seed of defence
-  Fresh milk
-  Seed of life



### SWEET BIRDSONG

Cows aren't the only animals providing items on the holy island of Savella. Certain birds in the central and northwest portions of Savella also give up items when "spoken" to. The only problem is being nimble enough to catch up to these evasive little critters!



Speak with birds feeding from the grass alongside the roads in the Savella Area to obtain useful items.

### MONSTER APPEARANCES

#### SAVELLA AREA-DAY

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 121 | Magic dumbbell | 78  | 14 | 41  | 9    |
| 127 | Bulldozer      | 131 | 0  | 117 | 31   |
| 134 | Demonrider     | 126 | 0  | 131 | 37   |
| 141 | Silenus        | 131 | 0  | 113 | 38   |
| 142 | Robo-robin     | 99  | 99 | 96  | 43   |

#### SAVELLA AREA-NIGHT

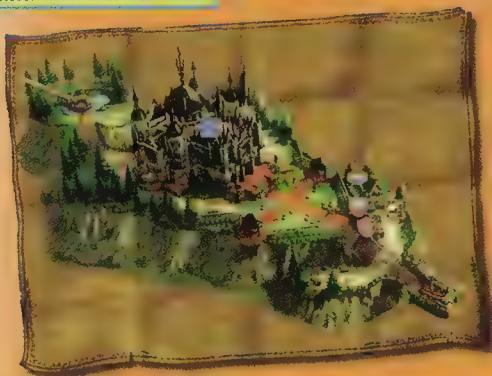
| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 100 | Night emperor    | 100 | 0  | 93  | 46   |
| 104 | Skeleton soldier | 94  | 12 | 93  | 26   |
| 129 | Shade            | 86  | 0  | 78  | 14   |
| 132 | Hoodlum          | 123 | 0  | 106 | 32   |
| 135 | Killer moth      | 84  | 8  | 116 | 14   |



# SAVELLA CATHEDRAL

Recommended Level: 35

## AREA MAPS



### ITEMS FOUND

- Mini medal
- Seed of wisdom
- Dragon slayer recipe

### ITEM SHOP LIST

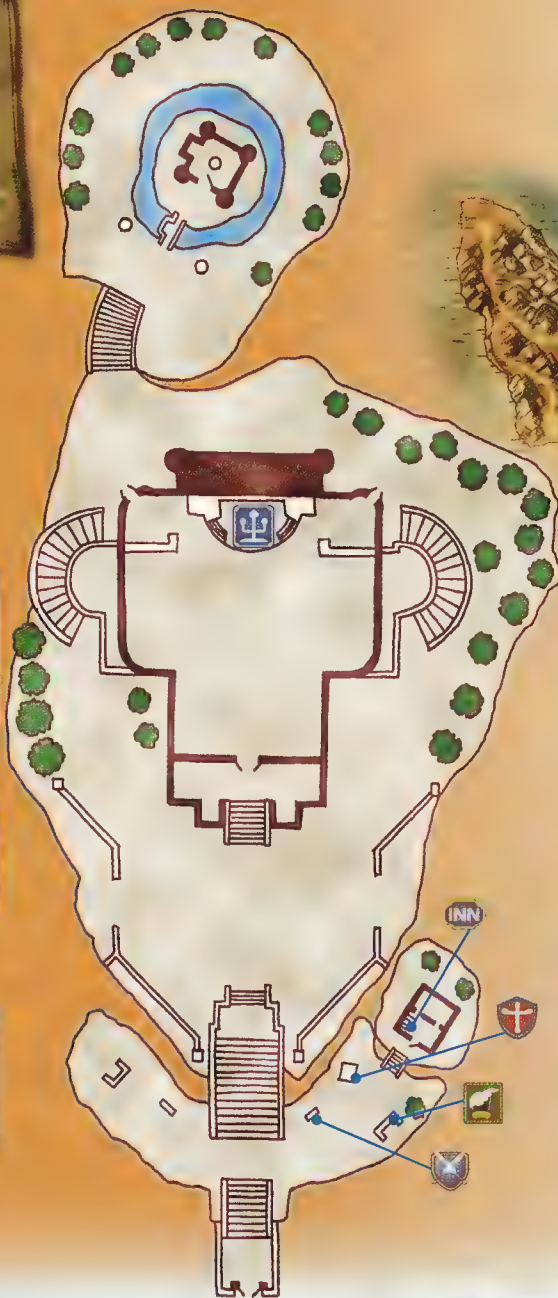
| ITEM           | COST (G) | EQUIP ON                      |
|----------------|----------|-------------------------------|
| Medicinal herb | 8G       | N/A                           |
| Antidotal herb | 10G      | N/A                           |
| Holy water     | 20G      | N/A                           |
| Chimaera wing  | 25G      | N/A                           |
| Moonwort bulb  | 30G      | N/A                           |
| Gold rosary    | 500G     | Hero, Yangus, Jessica, Angelo |

### WEAPON SHOP LIST

| WEAPON             | COST (G) | EQUIP ON |
|--------------------|----------|----------|
| Steel scythe       | 3700G    | Yangus   |
| Eagle dagger       | 3900G    | Jessica  |
| Partisan           | 4400G    | Hero     |
| Holy silver rapier | 6600G    | Angelo   |

### ARMOUR SHOP LIST

| ARMOUR            | COST (G) | EQUIP ON        |
|-------------------|----------|-----------------|
| Full plate armour | 2300G    | Hero            |
| Silver mail       | 4300G    | Hero, Angelo    |
| Magic vestment    | 4400G    | Jessica, Angelo |
| Steel shield      | 2500G    | Hero, Yangus    |
| Iron mask         | 3500G    | Hero, Yangus    |



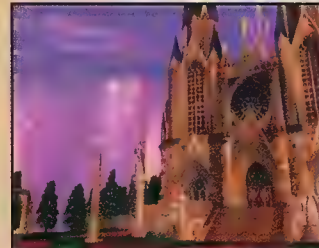
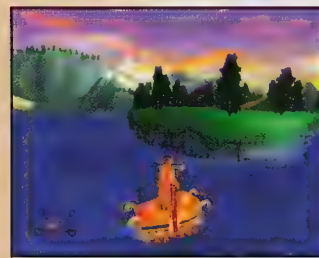
### MAP KEY

- Inn
- Item Shop
- Armour Shop
- Church
- Weapon Shop



#1145

SAVELLA  
CATHEDRAL



## RELIGIOUS HUB

Aside from the massive Goddess statue on the Holy Isle of Neos, Savella Cathedral is one of the largest and most gorgeous monuments to faith in the world. People from all walks of life come to Savella to kneel on the steps and pray to the Goddess for guidance, divination, and deliverance from evil. The people here know a great deal about the world, including hidden locations where you might not have thought to look.



\* : I was sailin' down a river in the Eastern Continent when I saw this really weird cave under a bridge! What a find!

Speak to the pilgrims visiting Savella Cathedral to find out where to start the journey to find a hidden world...



# PIRATE'S COVE (FAREBURY REGION)

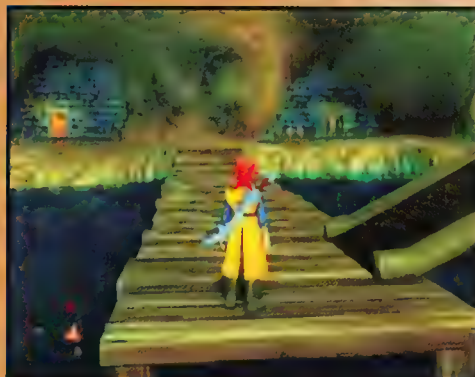
Recommended Level: 35

## ITEMS FOUND

|                   |                |
|-------------------|----------------|
| 790 gold coins    | Seed of magic  |
| Mini medal        | Rock salt      |
| Magic water       | Hades helm     |
| Pirate's Cove map | Bone shield    |
| Mini medal        | Mini medal     |
| Mini medal        | Important Item |

## MONSTER APPEARANCES

| NO. | NAME             | HP  | MP       | EXP | GOLD |
|-----|------------------|-----|----------|-----|------|
| 120 | Mimic            | 144 | Infinite | 128 | 72   |
| 175 | Smacker          | 131 | Infinite | 149 | 18   |
| 176 | Zombie gladiator | 180 | 16       | 283 | 71   |
| 183 | Demon thunderer  | 179 | 0        | 250 | 48   |
| 238 | Man o' war       | 35  | 0        | 23  | 12   |
| 240 | King kelp        | 86  | 8        | 56  | 16   |
| 245 | Crayzee          | 91  | 16       | 94  | 25   |
| 255 | Merking          | 196 | 32       | 278 | 54   |
| 257 | Octavian pirate  | 205 | 16       | 290 | 63   |
| 258 | Riptide          | 235 | 13       | 331 | 113  |



## AREA MAPS

### MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key
- Breakable Pot
- Breakable Barrel





## Level 1



### LOCKED ENTRANCE

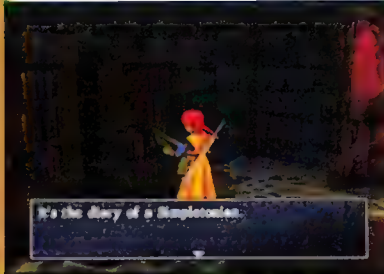
You cannot enter the Pirate's Cove unless you have the **ultimate key**. Use it to unlock the gate near the docking point.



Use the ultimate key to unlock the entrance to the dungeon beneath Pirate's Cove.

### DEAD END

When you're searching for some way past the pirate's "study," search the bookshelves against the wall for some ancient volume that might hint at how to proceed.



Check the bookshelves for a very important clue on how to find a hidden door in the room, as well as an alchemy pot recipe.

## Level 2



ATLAS

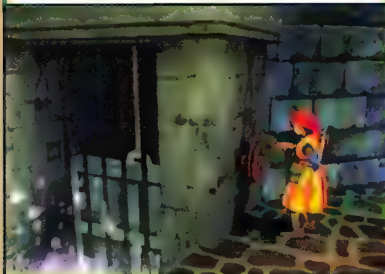
NAVY'S AREA

## Level 3



### SLUICE

A sluice gate on Level 4 allows you to drain water, but from what?



What could this possibly accomplish? Nothing on this level, but perhaps on another...

### DROWNING LADDER

The ladder secured to the inside wall of the water tank may indicate that the old pirates had some secret route through the center of the large room. But how do you drain the pool?



The ladder in the water tank is a clear indication that you could climb from Level 3 to Level 4, if only the path was a bit drier.

## Level 4





# ISOLATED PLATEAU

## WORLD MAPS

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires ultimate key

### Items Found

-  Fresh milk x6
-  Lesser panacea
-  Mini medal
-  Mighty armet
-  Magical mace
-  Elfin elixir

## INFAMOUS MONSTERS



Puppet Pugilist



Gigantes Guardsman



Ochre Ogre



Slime Designer

### ENIGMA IN STONE

A strange monument stands on the highest hill near the center of Empycchu. Being so high and so large, perhaps it's a beacon to some force from above?



Speak to the residents of the nearby town to learn the history and function of this strange monument.





# MONSTER APPEARANCES

## WEST AREA—FIELD—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 173 | Elysium bird     | 173 | 32 | 163 | 43   |
| 176 | Zombie gladiator | 180 | 16 | 283 | 71   |

## WEST AREA—FOREST—ANY TIME

| NO. | NAME         | HP  | MP       | EXP | GOLD |
|-----|--------------|-----|----------|-----|------|
| 164 | Troll        | 423 | 0        | 210 | 46   |
| 173 | Elysium bird | 173 | 32       | 163 | 43   |
| 175 | Smacker      | 131 | Infinite | 149 | 18   |
| 177 | Stone golem  | 278 | 0        | 340 | 38   |
| 182 | Tyrantosaur  | 208 | 0        | 283 | 57   |
| 188 | War gryphon  | 249 | 20       | 305 | 59   |

## WEST AREA—FIELD—DAY

| NO. | NAME        | HP  | MP | EXP | GOLD |
|-----|-------------|-----|----|-----|------|
| 1   | Slime       | 7   | 0  | 1   | 1    |
| 174 | Dragurn     | 268 | 0  | 302 | 61   |
| 179 | Mucho macho | 316 | 24 | 318 | 51   |
| 188 | War gryphon | 249 | 20 | 305 | 59   |
| 190 | Heligator   | 512 | 0  | 617 | 138  |

## EAST AREA—FIELD—ANY TIME

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 173 | Elysium bird     | 173 | 32 | 163 | 43   |
| 176 | Zombie gladiator | 180 | 16 | 283 | 71   |

## EAST AREA—FIELD—NIGHT

| NO. | NAME            | HP  | MP       | EXP | GOLD |
|-----|-----------------|-----|----------|-----|------|
| 4   | Dracky          | 10  | 0        | 2   | 3    |
| 175 | Smacker         | 131 | Infinite | 149 | 18   |
| 183 | Demon thunderer | 179 | 0        | 250 | 48   |
| 186 | Grim rider      | 236 | 9        | 304 | 72   |

## WEST AREA—FIELD—NIGHT

| NO. | NAME            | HP  | MP       | EXP | GOLD |
|-----|-----------------|-----|----------|-----|------|
| 4   | Dracky          | 10  | 0        | 2   | 3    |
| 175 | Smacker         | 131 | Infinite | 149 | 18   |
| 183 | Demon thunderer | 179 | 0        | 250 | 48   |
| 186 | Grim rider      | 236 | 9        | 304 | 72   |

## EAST AREA—FIELD—DAY

| NO. | NAME        | HP  | MP | EXP | GOLD |
|-----|-------------|-----|----|-----|------|
| 1   | Slime       | 7   | 0  | 1   | 1    |
| 179 | Mucho macho | 316 | 24 | 318 | 51   |
| 182 | Tyrantosaur | 208 | 0  | 283 | 57   |
| 188 | War gryphon | 249 | 20 | 305 | 59   |
| 190 | Heligator   | 512 | 0  | 617 | 138  |

## EAST AREA—FOREST—ANY TIME

| NO. | NAME        | HP  | MP       | EXP | GOLD |
|-----|-------------|-----|----------|-----|------|
| 164 | Troll       | 423 | 0        | 210 | 46   |
| 175 | Smacker     | 131 | Infinite | 149 | 18   |
| 177 | Stone golem | 278 | 0        | 340 | 38   |
| 182 | Tyrantosaur | 208 | 0        | 283 | 57   |
| 188 | War gryphon | 249 | 20       | 305 | 59   |

ADAM

ISOLATED PLATEAU

## THE FLYING SHADOW

By chance, usually after visiting with the local population, the heroes might encounter a massive shadow floating across the ground near the center of Empycchu. But looking up into the sky, there does not seem to be anything that could create the shadow. Is the shadow perhaps trying to lead you somewhere?

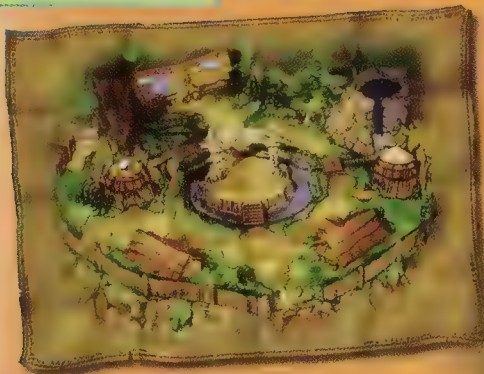




# EMPYCCHU

Recommended Level: 36

## AREA MAPS

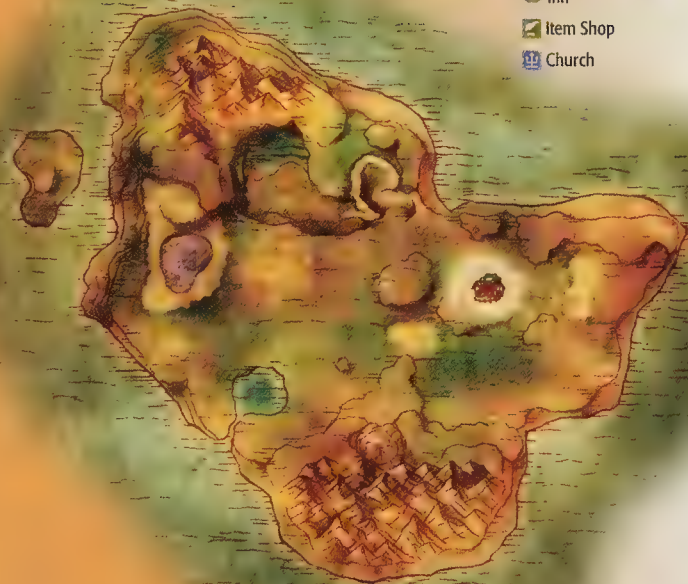
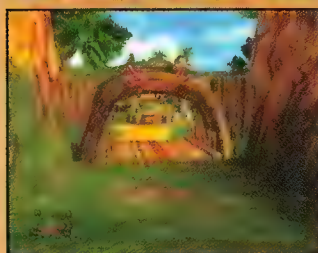


### ITEMS FOUND

- Seed of strength
- Red mould
- Waterweed mould
- Mini medal
- Mini medal
- Mini medal
- Seed of skill
- Chimaera wing
- Rock salt
- Rennet powder
- Fresh milk
- Mini medal
- Fur poncho
- Special medicine

### TRADING POST SHOP LIST

| ITEM             | COST (G) | EQUIP ON        |
|------------------|----------|-----------------|
| Holy water       | 20G      | N/A             |
| Magical mace     | 9000G    | Jessica, Angelo |
| Mercury's rapier | 10500G   | Angelo          |
| Bandit mail      | 13000G   | Yangus          |
| Flame shield     | 7100G    | Yangus, Jessica |
| Mythril helm     | 13300G   | Hero, Angelo    |



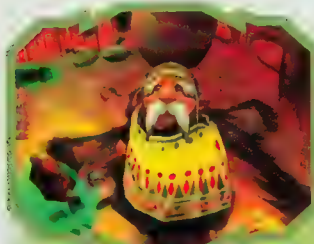
### MAP KEY

- Inn
- Item Shop
- Church





## NOTEWORTHY LOCALS



### Chief

The village chief is the eldest and wisest member of the tribe that inhabits this region, therefore, the one person who the party can speak to about

recent events in this area without hearing a bunch of superstition. The chief knows a great deal that the heroes need to learn if they have any hope of flying.

## ISOLATED SOULS

The residents of Empycchu are extremely primitive descendants of people who have been shipwrecked on this mysterious island over the centuries. Some of the denizens arrived more recently, such as a peddler who has set up shop in one of the eastern huts, and a wandering priest who wound up spreading the good word here entirely by accident.



\*: It was so rare to see her shadow, so rare for us. But recently, we see her shadow more and more often.

*The people of Empycchu may be primitive, but they know a great deal about some of the more mysterious features of the island.*



## ALCHEMY POT TIPS: ALCHEMY IN THE LOST WORLD

Although you're far from civilisation, the ingredients you need to enhance many items sold in Empycchu are probably already available. Certainly, fresh milk is available, and there should be a cowpat to spare. These ingredients combine with a mythril helm to create a slightly stronger **raging bull helm** (Defence 42).

Good armour for Jessica is hard to come by. You can make a relatively strong **magical skirt** (Defence 55) by buying a magical mace (or finding one elsewhere on the island) and dropping it into the pot along with a magical hat and a bandit's grass skirt.

Swallowtails aren't cheap, but if you've already purchased one in Arcadia or Orkusk, mix it with a flame shield (sold in Empycchu) to gain a 10-point boost in attack power with the **flametang boomerang** (Attack 63).

Nothing at the shop is worth much to Yangus. However, the mighty armlet found in a chest outside town is quite the gift for a hammer specialist. Mix this with a war hammer to upgrade to an **über war hammer** (Attack 69).

### RECIPE SUMMARIES

Raging bull helm = mythril helm + fresh milk + cowpat

Magical skirt = magical mace + bandit's grass skirt + magical hat

Flametang boomerang = swallowtail + flame shield

Über war hammer = war hammer + mighty armlet

ALAT

ISOLATED  
VILLAGE



# WORLD OF DARKNESS

## WORLD MAPS

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires ultimate key

### ITEMS FOUND

-  Mini medal
-  Devil's tail
-  Iron headgear
-  Seed of agility



### MONSTER APPEARANCES

#### DARK EMPYCCHU—ANY TIME

| NO. | NAME           | HP  | MP | EXP | GOLD |
|-----|----------------|-----|----|-----|------|
| 161 | Dark slime     | 97  | 16 | 87  | 12   |
| 170 | Shadow         | 154 | 0  | 216 | 14   |
| 178 | Dark condor    | 163 | 36 | 224 | 26   |
| 180 | Dark skeleton  | 240 | 0  | 304 | 31   |
| 181 | Dark macarbour | 334 | 0  | 333 | 56   |
| 187 | Dark sea-diva  | 236 | 25 | 287 | 61   |
| 189 | Dark turkey    | 214 | 12 | 309 | 73   |
| 194 | Darkodile      | 593 | 0  | 637 | 138  |



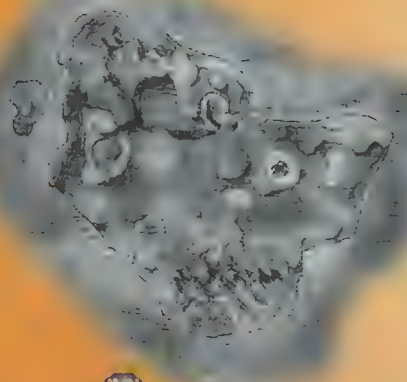
# DARK EMPYCCHU

Recommended Level: 37

## AREA MAPS

### MAP KEY

-  Inn
-  Item Shop
-  Church



### ITEMS FOUND

-  Seed of magic
-  Rock salt
-  Mini medal
-  180 gold coins
-  Cowpat
-  Mini medal
-  Cold cheese
-  Premium mould
-  Dragon scale
-  Fresh milk
-  Mini medal
-  Mini medal
-  Special antidote

### TRADING POST SHOP LIST

| ITEM             | COST (G) | EQUIP ON        |
|------------------|----------|-----------------|
| Holy water       | 20G      | N/A             |
| Magical mace     | 9000G    | Jessica, Angelo |
| Mercury's rapier | 10500G   | Angelo          |
| Bandit mail      | 13000G   | Yangus          |
| Flame shield     | 7100G    | Yangus, Jessica |
| Mythril helm     | 13300G   | Hero, Angelo    |



ATAT

World 44  
DARKNESS

## Shadow World

The reaction of the townsfolk to the appearance of the colorful heroes in this eerily dark world is that of shock and awe. But even in the middle of the commotion, one thing that's immediately apparent is that everything in the light version of Empycchu has a mirror double here. After taking another stroll around the village to gather items and learn clues from the locals, speak to the shadowy double of the chief in the largest hut to learn about this place and its connection to the heroes' journey.



Speak to this dark world's version of the chief to understand what the characters can do to escape from this colorless situation.



As found in the heroes' home world, a strange stone structure stands in the center of the island. What will happen as the characters approach this mirror-image landmark?



# GODBIRD'S EYRIE (DARK)

Recommended Level: 37

## AREA MAPS

### ITEMS FOUND

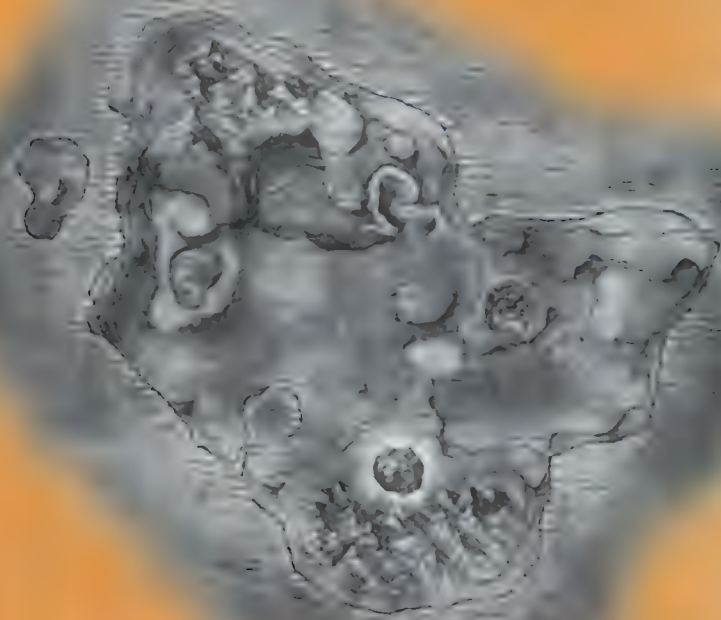
-  Godbird's Eyrie map
-  Gold nugget
-  Ring of truth
-  Demon whip
-  Saint's ashes
-  Important Item

### MONSTER APPEARANCES

| NO. | NAME          | HP  | STR | DEF | GOLD |
|-----|---------------|-----|-----|-----|------|
| 161 | Dark slime    | 97  | 16  | 87  | 12   |
| 170 | Shadow        | 154 | 0   | 216 | 14   |
| 178 | Dark condor   | 163 | 36  | 224 | 26   |
| 180 | Dark skeleton | 240 | 0   | 304 | 31   |
| 184 | Dark star     | 236 | 12  | 301 | 66   |
| 185 | Dark minister | 193 | 16  | 316 | 101  |
| 187 | Dark sea diva | 236 | 25  | 287 | 61   |
| 189 | Dark turkey   | 214 | 12  | 309 | 73   |
| 191 | Dark lullahan | 292 | 0   | 326 | 138  |
| 194 | Darkodue      | 593 | 0   | 637 | 139  |

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires ultimate key



Side A



Side B





# Level 1



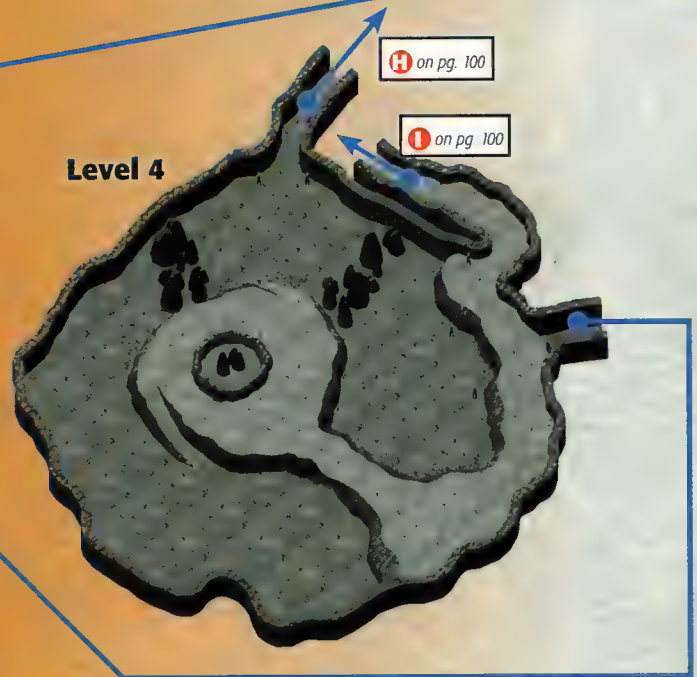
# Level 2



# Level 3



# Level 4

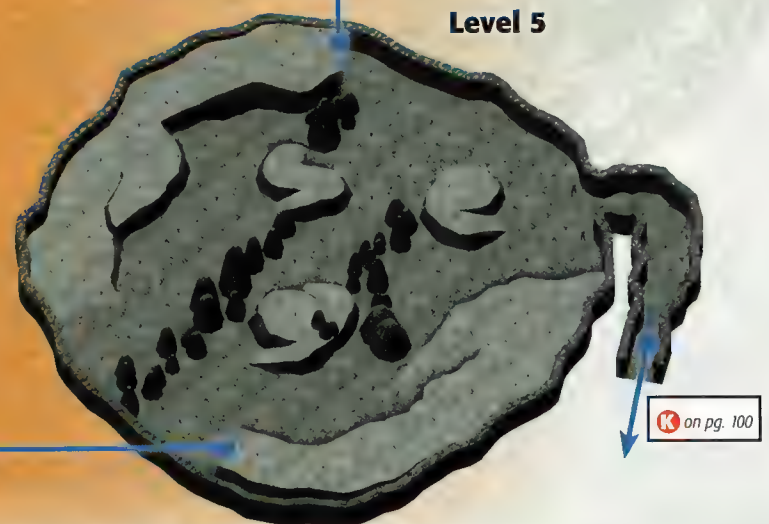


N on pg. 100



# Level 5

# Level 5



WORLD OF DARKNESS



# AREAS ACCESSIBLE BY AIR

## WORLD MAPS

### MAP KEY

-  Breakable Pot
-  Treasure Chest
-  Treasure Chest, requires ultimate key



### MONSTER APPEARANCES

#### AREAS ACCESSIBLE BY AIR GENERAL—ANY TIME

| NO. | NAME         | HP  | MP | EXP | GOLD |
|-----|--------------|-----|----|-----|------|
| 173 | Elysium bird | 173 | 32 | 163 | 43   |
| 196 | Bloody hand  | 192 | 0  | 146 | 17   |

#### AREAS ACCESSIBLE BY AIR GENERAL—NIGHT

| NO. | NAME               | HP  | MP       | EXP   | GOLD |
|-----|--------------------|-----|----------|-------|------|
| 84  | Liquid metal slime | 8   | Infinite | 10050 | 18   |
| 100 | Night emperor      | 100 | 0        | 93    | 46   |
| 192 | Killer croaker     | 183 | 14       | 166   | 16   |

#### AREAS ACCESSIBLE BY AIR GENERAL—DAY

| NO. | NAME        | HP  | MP | EXP | GOLD |
|-----|-------------|-----|----|-----|------|
| 2   | Candy cat   | 10  | 0  | 2   | 2    |
| 110 | Gold golem  | 120 | 0  | 54  | 726  |
| 116 | Bomboulder  | 115 | 10 | 111 | 11   |
| 188 | War gryphon | 249 | 20 | 305 | 59   |
| 193 | High roller | 284 | 28 | 245 | 87   |
| 195 | Cyclops     | 482 | 0  | 443 | 69   |

### REACHING HIGHER GROUND

By following the natural course of events and clearing dungeon after dungeon up to this point, it comes to pass that the heroes become capable of flight. This new ability allows you to land in areas that were previously inaccessible. By landing in these areas, you can gain new items and learn new clues regarding the growing threat and the history surrounding it. While soaring through the skies, look for vapory clouds hanging in the air above certain areas. Despite their uninviting appearance, you may be able to land and explore these areas.



# EGEUS' TABLET

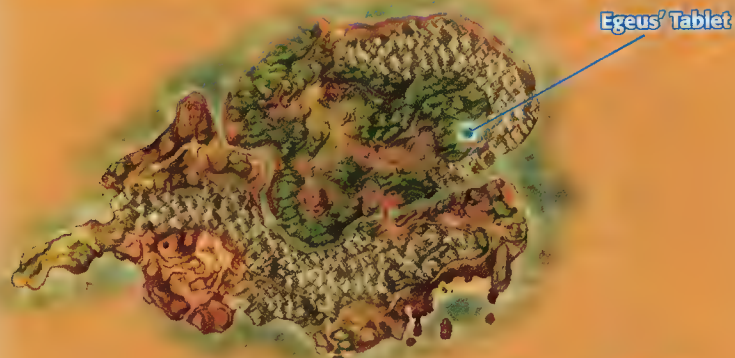
Recommended Level: 38

## ITEMS FOUND

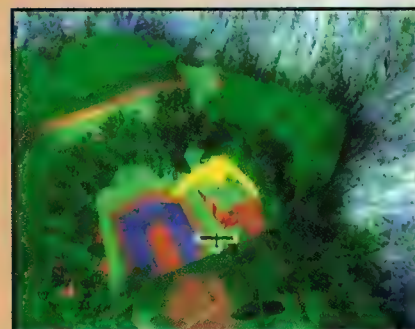
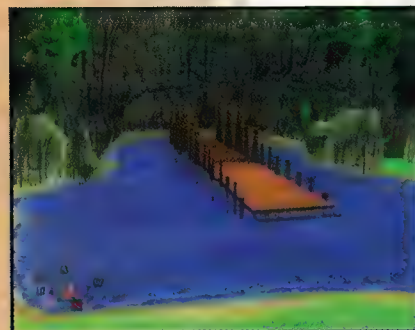
- Yggdrasil leaf
- Mini medal
- Mini medal

## MONSTER APPEARANCES

| MO  | NAME         | HP  | MP | EXP | GOLD |
|-----|--------------|-----|----|-----|------|
| 116 | Bomboulder   | 115 | 10 | 111 | 11   |
| 173 | Elysium bird | 173 | 32 | 163 | 43   |
| 188 | War gryphon  | 249 | 20 | 305 | 59   |
| 190 | Heligator    | 512 | 0  | 617 | 138  |
| 197 | Snapdragon   | 436 | 30 | 356 | 63   |



## AREA MAPS



AREA  
ACCOMPLISH  
ITEM

## A LONELY SHRINE

The friendly monsters in the field provide valuable clues. They tell you about the engraving in the sheltered area, as well as an item hidden in the sandy area surrounding the water near the tablet.



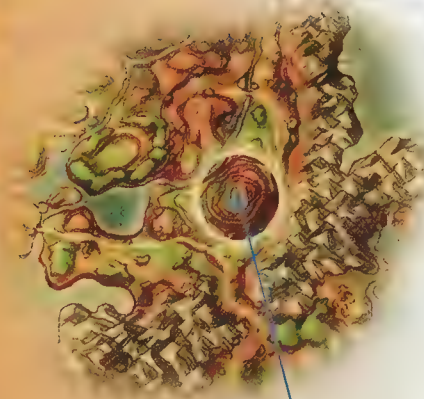
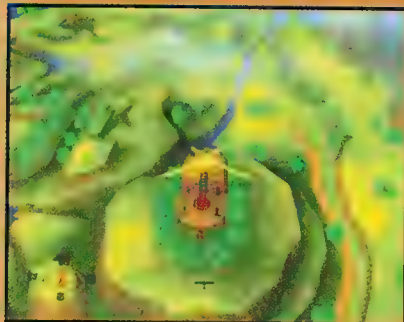
Speak to the friendly monsters to learn why they dwell in this mysterious location.



# MYSTERIOUS ALTAR

Recommended Level: 38

## AREA MAPS

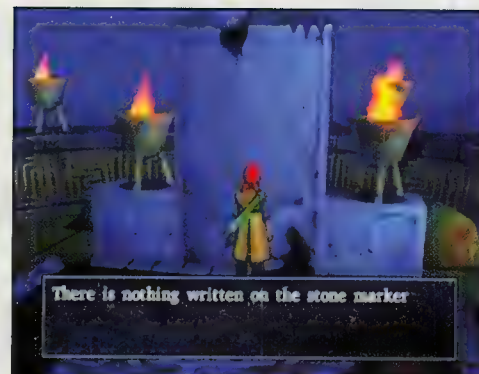


Mysterious Altar



## SHRINE TO A DRAGON GOD

This amazing structure is atop a mountain east of Chateau Felix. The origin and function of this place is completely unknown. There's a statue of a dragon perched over the stone marker as if it were protecting it. Who built this place and for what reason?



*The character notices that the monument is not marked. Perhaps markings might become clearer at some later time...*



# HIGHPLACE ON NORTHWEST ISLE

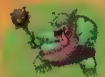
## AREA MAPS

Recommended Level: 38

### INFAMOUS MONSTERS



Shadow Conductor



Troll Patroller

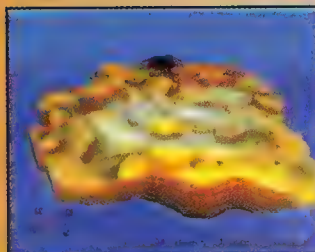


Stonemason

### ITEMS FOUND

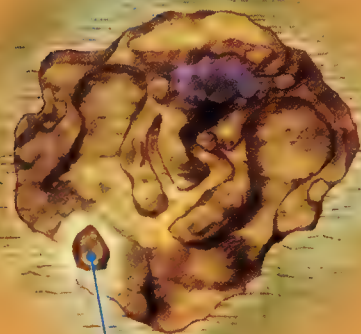


Ruinous shield

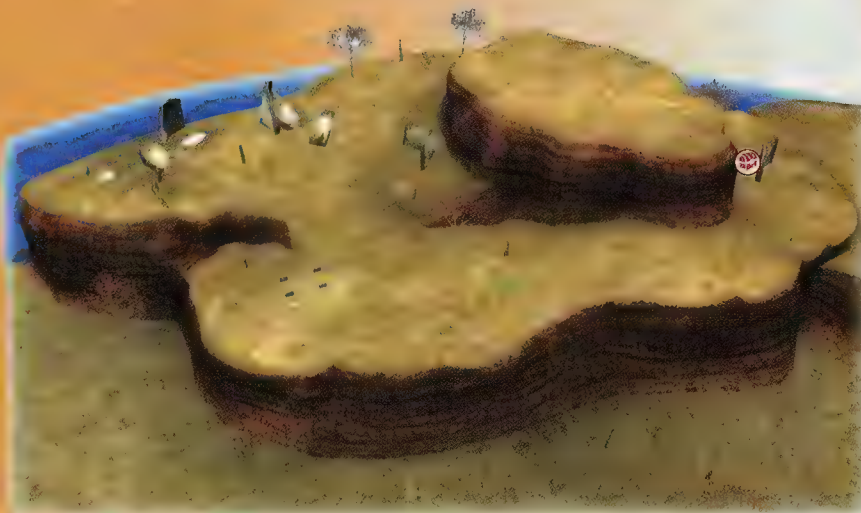


ATLAS

AREA ACCESSIBLE BY AIR



Highplace on Northwest Isle



# HILL ON ARGONIA'S WESTERN BORDER

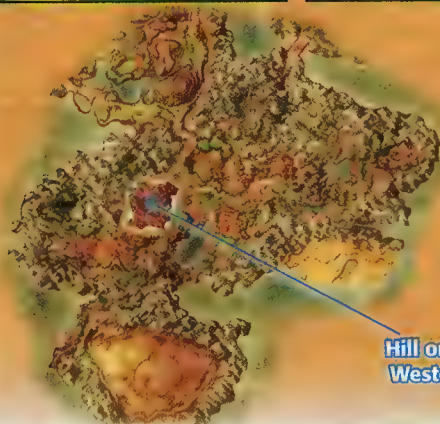
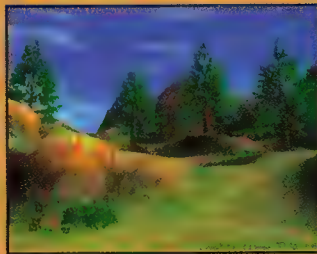
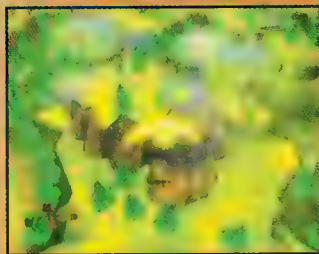
## AREA MAPS

Recommended Level: 38

### ITEMS FOUND



Flametang boomerang



Hill on Argonia's Western Border





# MOUNTAIN OVERLOOKING DESERT

Recommended Level: 38

## AREA MAPS

### INFAMOUS MONSTERS



Killer Director

#### ITEMS FOUND

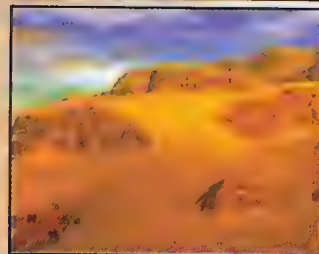
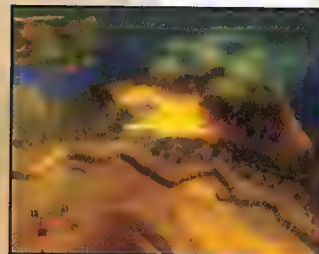


Mini medal



Ogre shield

Mountain Overlooking Desert



# EMPYCCHU'S SOUTH RISE

Recommended Level: 38

## AREA MAPS

### INFAMOUS MONSTERS



Metal Babble



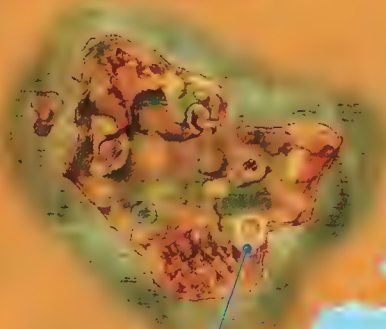
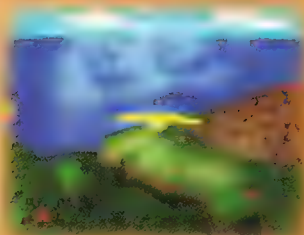
Shadow Conductor

#### ITEMS FOUND



Skull helm

Empycchu's South Rise

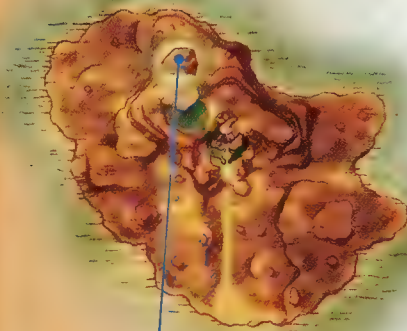
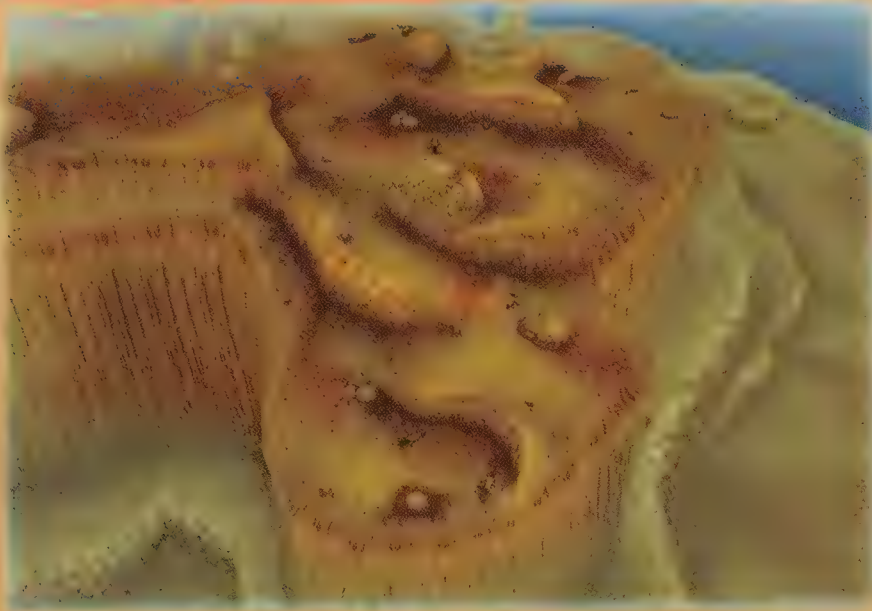




# HIGHPLACE NEAR NEOS

Recommended Level: 38

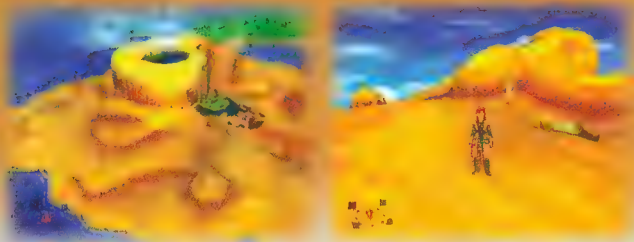
## AREA MAPS



Highplace near  
Neos

#1115

AREA'S  
ACCOMMODATIONS  
BY AREA



# ASCANTHA LAKE ISLAND

Recommended Level: 38

## AREA MAPS

### INFAMOUS MONSTERS

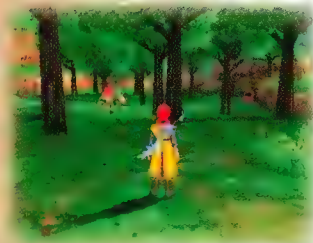
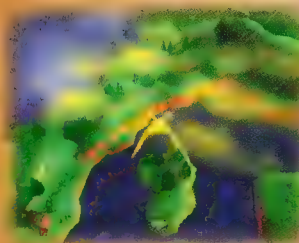


Killer Director

Bushwhacker

### ITEMS FOUND

Yggdrasil dew



Ascantha Lake  
Island



# HOWLWIND HILL

Recommended Level: 38

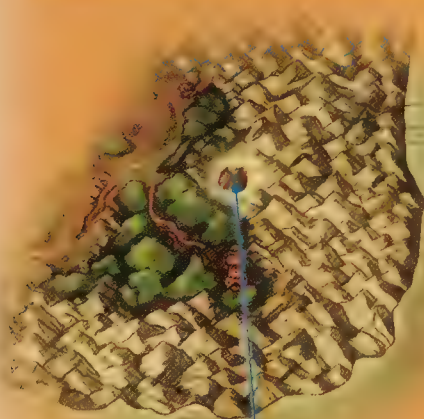
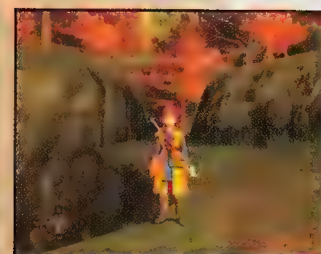
## AREA MAPS

### ITEMS FOUND

Conqueror's axe

### MONSTER APPEARANCES

| NO. | NAME               | HP  | MP       | EXP   | GOLD |
|-----|--------------------|-----|----------|-------|------|
| 1   | Slime              | 7   | 0        | 1     | 1    |
| 8   | She-slime          | 18  | 0        | 8     | 6    |
| 12  | Bubble slime       | 20  | 0        | 5     | 7    |
| 21  | Healslime          | 24  | 12       | 18    | 13   |
| 36  | Metal slime        | 4   | Infinite | 1350  | 5    |
| 66  | Cureslime          | 54  | 20       | 70    | 11   |
| 84  | Liquid metal slime | 8   | Infinite | 10050 | 18   |
| 111 | King slime         | 210 | 25       | 110   | 51   |
| 131 | King cureslime     | 180 | Infinite | 136   | 16   |
| 171 | Metal king slime   | 20  | 66       | 30010 | 240  |



Howlwind Hill



### ALCHEMY POT TIPS: SOMETIMES A CURSE IS A BLESSING

The **Godbird's soulstone** enables the party to fly to the unreachable hills and cliffs of many familiar areas. Although the items on these high grounds may not seem fantastic at first, many are ingredients in recipes that generate some of the game's most powerful items.

The skull helm, found in the bluffs of Empyccchu, is one such item. Purify it with saint's ashes to make a **sun crown** (Defence 52). But that's only the first step. Then mix the crown with a tough guy tattoo and a magic beast hide to create a **timbrel of tension**, a stunningly powerful combat item that when used in battle raises everyone's tension.

The ruinous shield found near the Dark Ruins is also cursed, and combining it with a standard dose of saint's ashes is not enough to purify it. Some orichalcum must also be thrown in, and the resulting item is the most powerful shield in the game, the **metal king shield** (Defence 65). If you don't have any orichalcum, find a piece in the Godbird's Eyrie located in the World of Light.

#### RECIPE SUMMARIES

Sun crown = skull helm + saint's ashes

Metal king shield = ruinous shield + orichalcum + saint's ashes

Timbrel of tension = sun crown + tough guy tattoo + magic beast hide



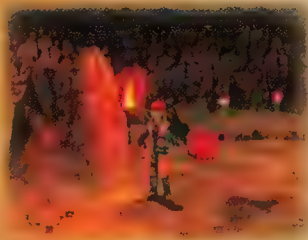
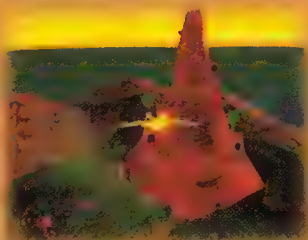
# GODBIRD'S EYRIE

Recommended Level: 38

## AREA MAPS

### ITEMS FOUND

- Mini medal
- Dragon dung
- Gold nugget
- Orichalcum
- Mini medal



### MAP KEY

- Treasure Chest
- Treasure Chest, requires ultimate key

### MONSTER APPEARANCES

| NO. | NAME               | HP  | MP       | EXP   | GOLD |
|-----|--------------------|-----|----------|-------|------|
| 4   | Dracky             | 10  | 0        | 2     | 3    |
| 84  | Liquid metal slime | 8   | Infinite | 10050 | 18   |
| 173 | Elysium bird       | 173 | 32       | 163   | 43   |
| 174 | Dragurn            | 268 | 0        | 302   | 61   |
| 175 | Smacker            | 131 | Infinite | 149   | 18   |
| 176 | Zombie gladiator   | 180 | 16       | 283   | 71   |
| 177 | Stone golem        | 278 | 0        | 340   | 38   |
| 179 | Mucho macho        | 316 | 24       | 318   | 51   |
| 182 | Tyrantosaur        | 208 | 0        | 283   | 57   |
| 183 | Demon thunderer    | 179 | 0        | 250   | 48   |
| 186 | Grim rider         | 236 | 9        | 304   | 72   |
| 192 | Killer croaker     | 183 | 14       | 166   | 16   |
| 193 | High roller        | 284 | 28       | 245   | 87   |
| 196 | Bloody hand        | 192 | 0        | 146   | 17   |



ATLAS

AREA'S  
NECESSARIES  
BY AREA

### Side A



### Side B





### Level 1



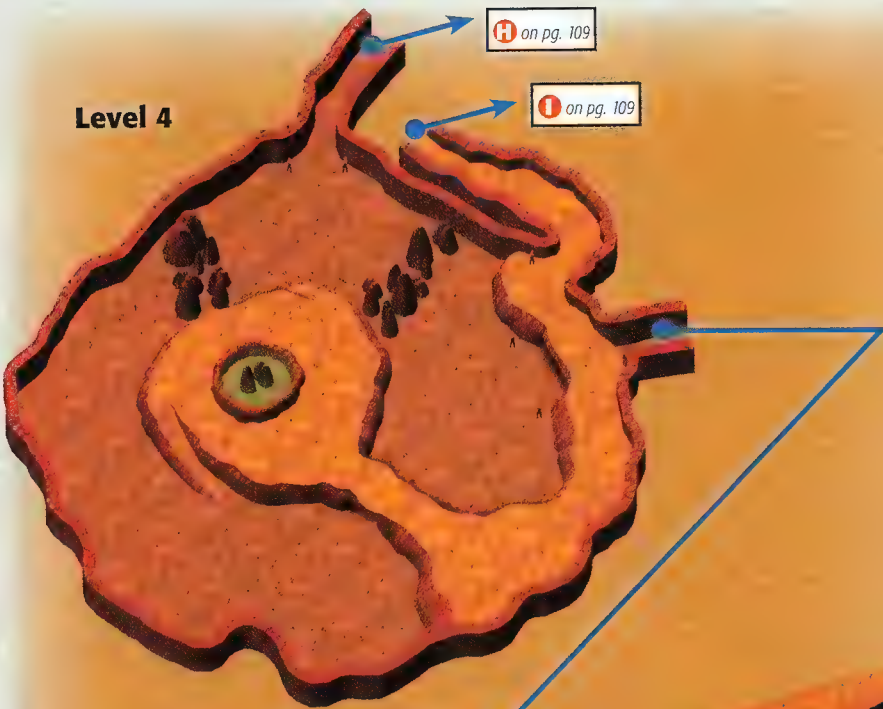
### Level 2



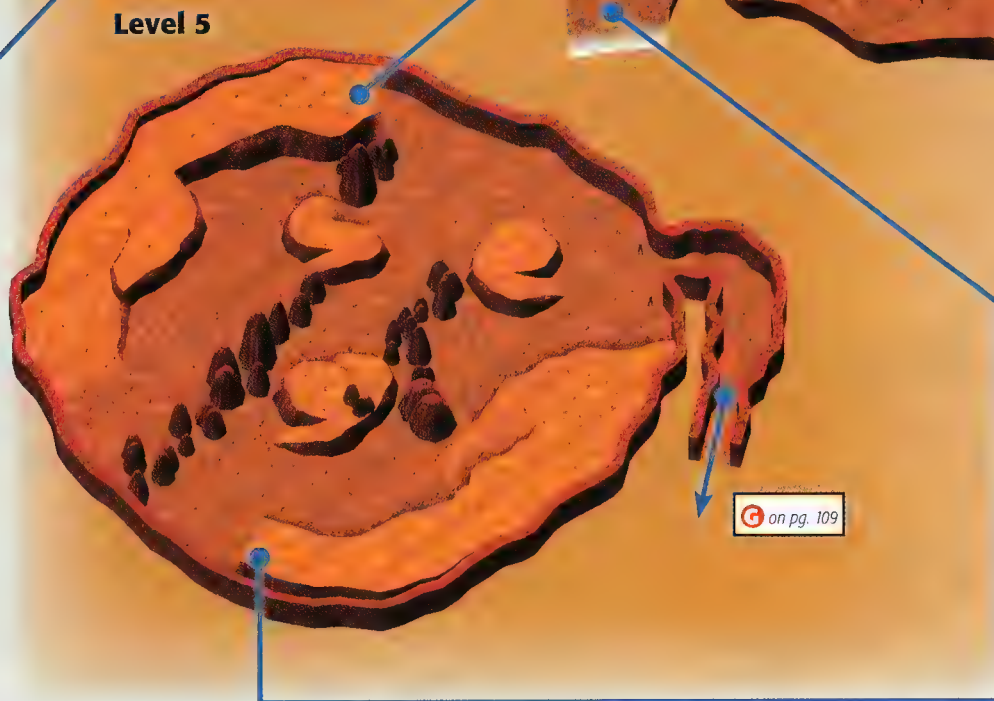
### Level 3







ATLAS  
 Areas  
 Accessible  
 by Air





# UNTRODDEN GROVES

## WORLD MAPS

## MAP KEY

 Treasure Chest, requires ultimate key

## ITEMS FOUND

 Fresh milk x2

 Super spicy cheese

 Mini medal

## INFAMOUS MONSTERS



Arch-archdemon



Big Blue Bully



## MONSTER APPEARANCES

### UNTRODDEN GROVES—ANY TIME

| NO. | NAME             | HP  | MP       | EXP   | GOLD |
|-----|------------------|-----|----------|-------|------|
| 161 | Dark slime       | 97  | 16       | 87    | 12   |
| 171 | Metal slime king | 20  | 66       | 30010 | 240  |
| 184 | Dark star        | 236 | 12       | 301   | 66   |
| 192 | Killer croaker   | 183 | 14       | 166   | 16   |
| 193 | High roller      | 284 | 28       | 245   | 87   |
| 195 | Cyclops          | 482 | 0        | 443   | 69   |
| 196 | Bloody hand      | 192 | 0        | 146   | 17   |
| 197 | Snapdragon       | 436 | 30       | 356   | 63   |
| 198 | Buffalogre       | 360 | 0        | 363   | 120  |
| 199 | Mohawker         | 344 | 35       | 318   | 160  |
| 203 | Claws            | 283 | 0        | 386   | 73   |
| 206 | Fowlfighter      | 285 | Infinite | 376   | 60   |



# TRYAN GULLY

Recommended Level: 38

## AREA MAPS

### MAP KEY

- Inn
- Pub
- Armour Shop
- Weapon Shop
- Item Shop
- Gold Bank
- Church

### ITEMS FOUND

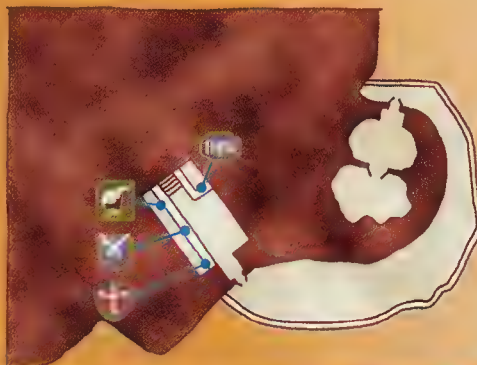
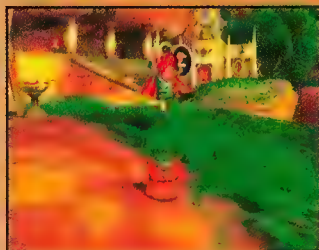
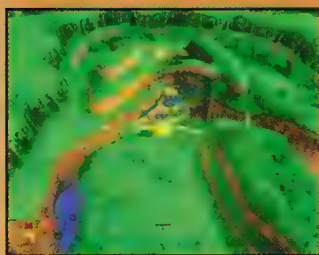
- Mini medal
- Elfin elixir
- Slime crown
- Premium mould
- Seed of defence
- Yggdrasil dew
- Mini medal
- Staff of antimagic
- Important Item

### WEAPON SHOP LIST

| WEAPON                | COST (G) | EQUIP ON                     |
|-----------------------|----------|------------------------------|
| Dragonsbane           | 11000G   | Hero, *Jessica (knife skill) |
| King axe              | 17000G   | Yangus                       |
| Blizzard blade        | 21000G   | Hero, *Jessica (knife skill) |
| Great bow             | 28000G   | Angelo                       |
| Heavy hatchet         | 29000G   | Yangus                       |
| Staff of resurrection | 45000G   | Jessica, Angelo              |

### ARMOUR SHOP LIST

| ARMOUR        | COST (G) | EQUIP ON             |
|---------------|----------|----------------------|
| Gigant armour | 18000G   | Yangus               |
| Mirror armour | 21000G   | Hero, Angelo         |
| Mirror shield | 15000G   | Hero, Angelo         |
| Power shield  | 18000G   | Hero, Yangus, Angelo |
| Thinking cap  | 13000G   | Jessica, Angelo      |
| Great helm    | 16000G   | Hero, Yangus         |

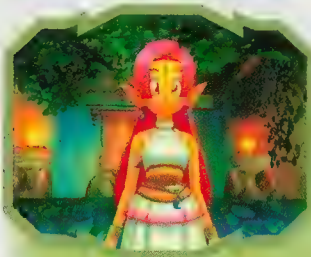


ATLAS

INTRODUCTION  
CONTENTS



## NOTEWORTHY LOCALS



### Raya

An elf maiden, Raya is one of the first creatures rescued by one of the great sages and brought to Tryan Gully to live in harmony with humans and

monsters. Although she's not the leader of the community in any official way, the other residents here certainly look up to her.

## TRODE'S RELIEF

Finally, a place where poor King Trode can show his hideous face without concern! Speak with the monster just outside town, as well as the bartender, to learn all there is to know about the Tryan Gully community, and why Trode should be extremely happy here. The monsters are very capable of crafting amazing weapons and equipment, so visit all the shops and purchase whatever is affordable. Then proceed across the bridge and into the small shrine to speak with Raya, Drang, and a gigantes, who are some of the co-founders of this enlightened brotherhood.



While exploring the town, note the locked treasure room in the cave below the shops. Perhaps you should speak to someone about unlocking it...



### ALCHEMY POT TIPS: A FEW FINAL CONCOCTIONS

Time to make a new bow for Angelo in the alchemy pot! Purchase the great bow from Tryan Gully's shop. In spite of its fabulousness, do not equip it. Instead, combine it in the alchemy pot with Eros' bow and Cheiron's bow to form the awesomely powerful **Odin's bow** (Attack 125).

The mirror shield sold in Tryan Gully is risky to use, since it reflects even healing and status-boosting spells. Instead of equipping the mirror shield, drop it into the pot along with a white shield and a holy water to create a **saintess shield** (Defence 46) for Jessica. Next, purchase a thinking cap and mix it with a gold nugget and a silver tiara (sold in Argonia) to make Jessica a **golden tiara** (Defence 43).

Strong shields and helmets are helpful, but nothing matches a good suit of armour. Acquiring Jessica's best costume change requires a two-stage recipe. First, mix up a **shimmering dress** (Defence 67) by combining a spangled dress (found in Baccarat) with a gold bracer and a ruby of protection. Then mix the resulting shimmering dress with the dangerous bustier that Princess Minnie awards to travellers who collect 99 mini medals. The resultant **divine bustier** (Defence 105), with its high defence, ensures that Jessica will maintain her "VA-VA-VOOM!" for the remainder of the game.

#### RECIPE SUMMARIES

Odin's bow = Eros' bow + Cheiron's bow + great bow

Saintess shield = white shield + mirror shield + holy water

Golden tiara = silver tiara + thinking cap + gold nugget

Shimmering dress = spangled dress + gold bracer + ruby of protection

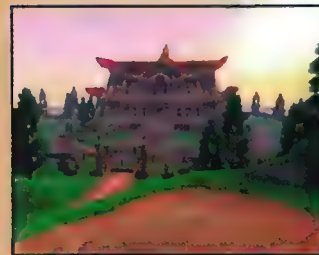
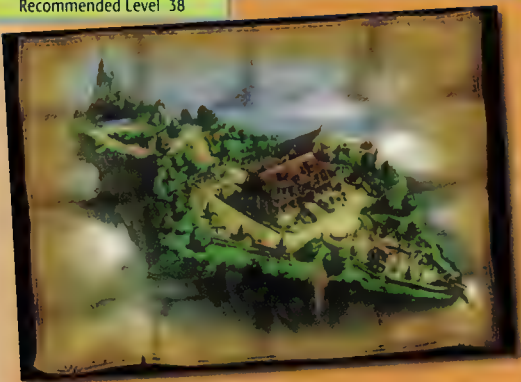
Divine bustier = dangerous bustier + shimmering dress



# LORD HIGH PRIEST'S RESIDENCE (SAVELLA AREA)

Recommended Level 38

## AREA MAPS



### Items Found

- Mini medal
- Sage's robe
- Seed of life
- Mini medal

AREA

INTRODUCED  
DRIVES





# HOLY ISLE OF NEOS

## WORLD MAPS

### MAP KEY

-  Treasure Chest
-  Treasure Chest, requires magic key

### ITEMS FOUND

-  Magic water
-  Agility ring

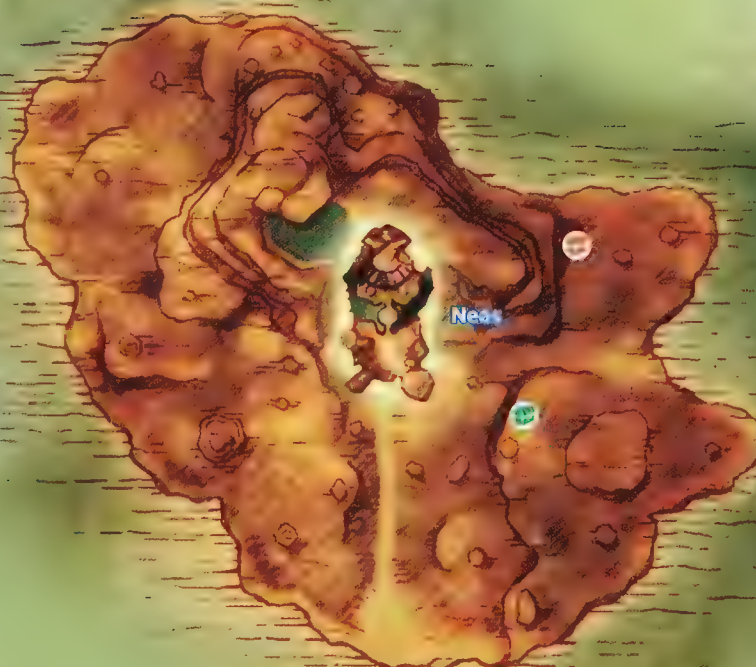
## INFAMOUS MONSTERS



Goldbricker



Crazed  
Colossus



### MONSTER APPEARANCES

#### NEOS ISLAND—ANY TIME

| NO. | NAME            | HP  | MP | EXP | GOLD |
|-----|-----------------|-----|----|-----|------|
| 108 | Redtail hipster | 103 | 0  | 92  | 36   |

#### NEOS ISLAND—DAY

| NO. | NAME         | HP  | MP | EXP | GOLD |
|-----|--------------|-----|----|-----|------|
| 106 | Tap devil    | 85  | 0  | 78  | 21   |
| 110 | Gold golem   | 120 | 0  | 54  | 726  |
| 115 | Volpone      | 107 | 24 | 102 | 43   |
| 118 | Hades condor | 102 | 16 | 99  | 22   |

#### NEOS ISLAND—NIGHT

| NO. | NAME             | HP  | MP | EXP | GOLD |
|-----|------------------|-----|----|-----|------|
| 100 | Night emperor    | 100 | 0  | 93  | 46   |
| 104 | Skeleton soldier | 94  | 12 | 93  | 26   |
| 107 | Mushroom mage    | 81  | 10 | 75  | 13   |
| 113 | Toxic zombie     | 116 | 0  | 75  | 17   |



# NEOS

Recommended Level: 39



## ITEMS FOUND

- Seed of magic
- Moonwort bulb
- Holy water
- 16 gold coins
- Chimaera wing
- 80 gold coins
- Scholar's specs
- Spicy cheese
- Gold rosary
- Seed of skill
- Templar Captain's ring

## TRADING POST SHOP LIST (APPEARS AFTER CERTAIN EVENTS)

| ITEM             | COST (G) | EQUIP ON                             |
|------------------|----------|--------------------------------------|
| Medicinal herb   | 8G       | N/A                                  |
| Moonwort bulb    | 30G      | N/A                                  |
| Holy water       | 20G      | N/A                                  |
| Dream blade      | 4700G    | Hero, *Jessica (knife skill), Angelo |
| Turtle shell     | 2300G    | Yangus                               |
| Cloak of evasion | 3000G    | Jessica, Angelo                      |

## WEAPON SHOP LIST

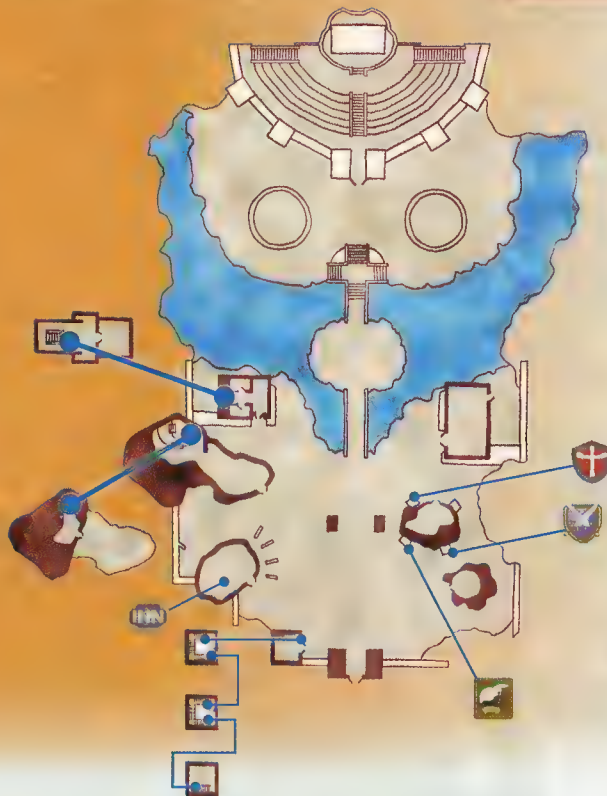
| WEAPON             | COST (G) | EQUIP ON                             |
|--------------------|----------|--------------------------------------|
| Edged boomerang    | 1360G    | Hero                                 |
| Chain whip         | 2200G    | Jessica                              |
| Steel scythe       | 3700G    | Yangus                               |
| Dream blade        | 4700G    | Hero, *Jessica (knife skill), Angelo |
| Holy silver rapier | 6600G    | Angelo                               |

## ITEM SHOP LIST

| ITEM           | COST (G) | EQUIP ON                      |
|----------------|----------|-------------------------------|
| Medicinal herb | 8G       | N/A                           |
| Antidotal herb | 10G      | N/A                           |
| Holy water     | 20G      | N/A                           |
| Chimaera wing  | 25G      | N/A                           |
| Gold rosary    | 500G     | Hero, Yangus, Jessica, Angelo |

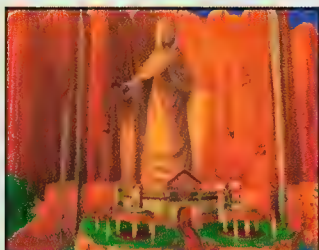
## ARMOUR SHOP LIST

| ARMOUR            | COST (G) | EQUIP ON                      |
|-------------------|----------|-------------------------------|
| Full plate armour | 2300G    | Hero                          |
| Silver cuirass    | 3200G    | Yangus                        |
| Light shield      | 2250G    | Hero, Yangus, Jessica, Angelo |
| Steel shield      | 2500G    | Hero, Yangus                  |
| Iron mask         | 3500G    | Hero, Yangus                  |



## THE IMMENSE GODDESS SHRINE

The pilgrims visiting the holy island and its citizens, who profit from the tourism industry, are generally friendly and informative people, but no one on the island has enough clout to get the party past the Templars guarding the entrance to the shrine at the base of the stone Goddess statue. The only way the party can enter the shrine is when the public is admitted for some sort of special occasion.

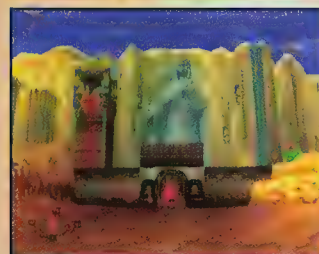
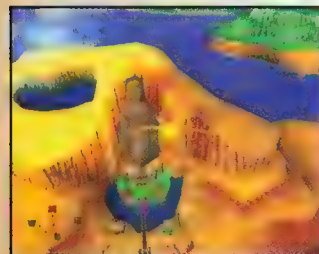


Check out the view of the Goddess statue from the top of the guard tower near the entrance of town.

## AREA MAPS

## MAP KEY

- Inn
- Weapon Shop
- Armour Shop
- Item Shop



KLAS

EVERY 15.1  
BY 10.5



# TROLLS' MAZE (???)

Recommended Level: 40

## ITEMS FOUND

-  Mini medal
-  Hell sabre
-  Seed of strength x2
-  Seed of life x3

## MONSTER APPEARANCES

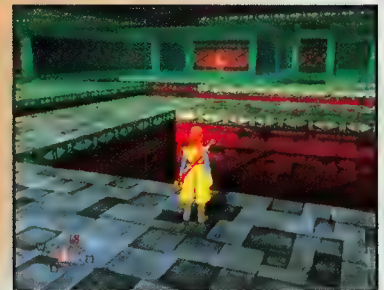
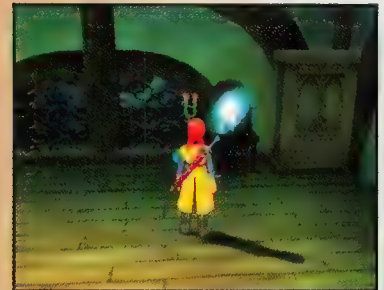
| NO. | NAME           | HP   | MP       | EXP | GOLD |
|-----|----------------|------|----------|-----|------|
| 131 | King cureslime | 180  | Infinite | 136 | 16   |
| 164 | Troll          | 423  | 0        | 210 | 46   |
| 195 | Cyclops        | 482  | 0        | 443 | 69   |
| 197 | Snapdragon     | 436  | 30       | 356 | 63   |
| 204 | Boss troll     | 780  | 0        | 426 | 56   |
| 232 | Great troll    | 1010 | 0        | 679 | 68   |



## AREA MAPS

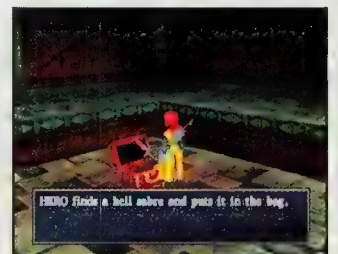
### MAP KEY

-  Treasure chest
-  Treasure chest, requires ultimate key



## THROUGH THE LOOKING GLASS

This hidden dungeon is extremely easy to navigate. Proceed across the suspended platforms that form a path to the back room, where someone of prominence in politics can be heard begging for release. Speak to the monsters in this chamber to determine what can be done to resolve the situation.



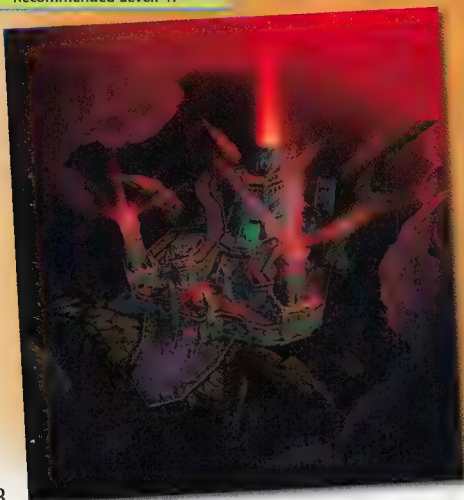
The **hell sabre** found in the Trolls' Maze is an incredibly powerful, ready-to-wield weapon for Angelo.

# BLACK CITADEL (???)

Recommended Level: 41

## MONSTER APPEARANCES

| NO. | NAME             | HP  | MP       | EXP   | GOLD |
|-----|------------------|-----|----------|-------|------|
| 131 | King cureslime   | 180 | Infinite | 136   | 16   |
| 171 | Metal king slime | 20  | 66       | 30010 | 240  |
| 200 | Archdemon        | 348 | 45       | 418   | 62   |
| 201 | Bobonga          | 443 | 0        | 376   | 66   |
| 202 | Caped caperer    | 216 | 0        | 199   | 31   |
| 203 | Claws            | 283 | 0        | 386   | 73   |
| 204 | Boss troll       | 780 | 0        | 426   | 56   |
| 205 | Mimic king       | 340 | Infinite | 402   | 71   |
| 206 | Fowlfighter      | 285 | Infinite | 376   | 60   |
| 207 | Dullahan         | 335 | 24       | 378   | 48   |
| 208 | Gigantes         | 710 | 0        | 511   | 36   |
| 209 | Frou-frou        | 510 | 0        | 396   | 57   |
| 210 | Stone guardian   | 450 | 0        | 422   | 80   |
| 211 | Wight priest     | 258 | Infinite | 398   | 57   |
| 212 | Hell gladiator   | 276 | 0        | 416   | 94   |



## AREA MAPS

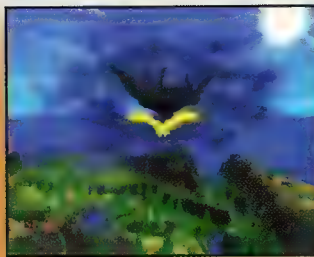
### MAP KEY

-  Breakable barrel
-  Breakable pot
-  Cabinet/Wardrobe/Cupboard
-  Treasure chest
-  Treasure chest, requires ultimate key



## ITEMS FOUND

- |                   |                |                 |
|-------------------|----------------|-----------------|
| Black Citadel map | Cured cheese   | 500 gold coins  |
| Sage's stone      | Icicle dirk    | 1200 gold coins |
| Dark robe         | Orichalcum     | Seed of defence |
| Premium mould     | Hard cheese    | Prayer ring     |
| Rock salt         | Yggdrasil leaf | Orichalcum      |
| Seed of life      | Saint's ashes  | Silver shield   |



### COLLAPSED STAIRS

Initially, getting around in the outdoor portion of the Black Citadel is difficult because certain stairways are collapsed, such as the central one leading from the lower level up to the mezzanine. In order to reach the switch that raises these stairs, the heroes must navigate and search through this massive citadel. However, raising these connecting paths makes it easier to navigate through the Black Citadel a second time, in case you find it necessary to leave and save your game or use the alchemy pot.



*Collapsed stairways force the heroes to explore every twisting nook and cranny of the outdoor area, looking for a way to reach the top of the tower.*



NO. 1

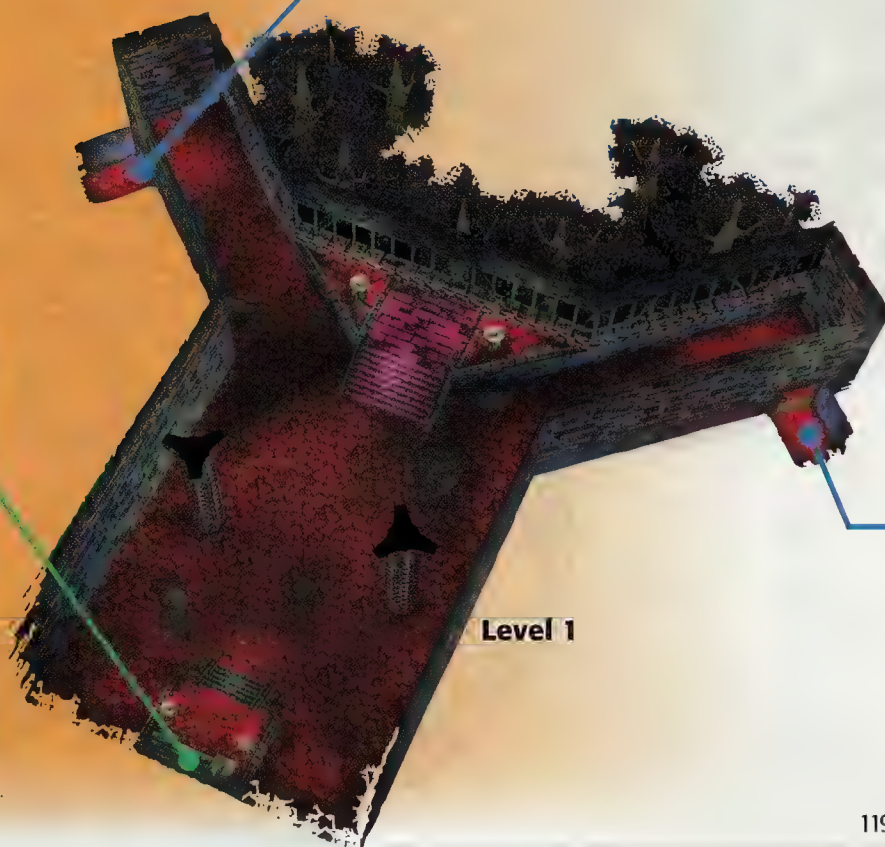
WINDY TALL  
BY NIGHT

### MYSTERIOUS MESSAGE

Examine the frightening plaque at the bottom of the room. Although the meaning of the inscription may seem vague, keep it in mind while navigating the confusing lower levels of the Black Citadel.



*A message engraved in obsidian stone. Aid in the city of evil?*





### Level 3

#### MECHANICAL LEVER

A lever on the upper level of the outdoor area stands near the edge of the balustrade. What good can come of moving the handle in such a dire place?



*The lever on the level above the courtyard may be helpful, or not...*

**N** on pg. 119

**M** on pg. 119

### Level 2

**A** on pg. 119

**L** on pg. 119

**H** on pg. 119

**G** on pg. 119

**B** on pg. 119

### Entrance Stairs

### Level 5

### Level 4

### Level 3

### Level 2

### Level 1

**CC** on pg. 121



### CRUCIAL POINT

Examine the dark engraving on the wall across from the entrance of this circular area to fully restore the party's HP and MP. This may be just the shot in the arm the party needs in order to surge forward to their final destiny!



The stone face fresco near the entrance of the downward spiral offers the party a boost before the crucial battle...

Spiral 1

GC on pg. 120

1 on pg. 119

Spiral 2

APRIL

WOLF HILL  
OF APOCALYPSE

Spiral 3

Spiral 5

Spiral 4

Spiral 6

Spiral 7





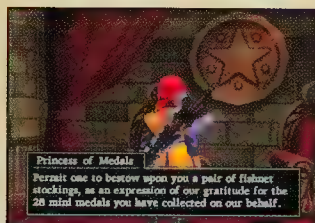
# SIDE QUESTS

This chapter contains data and strategies for the many optional side quests and mini-games that you can experience alongside the game's primary quest. You can spend as much or as little time on these diversions as you like, or ignore them entirely. The challenges they offer are great, but those who succeed will be well rewarded.

## MINI MEDAL COLLECTING

### WHAT ARE MINI MEDALS?

There are small medals hidden throughout the game that can be found inside cabinets, treasure chests, and barrels. You can't use or sell them, but they do have a value on the tiny island kingdom that is home to Princess Minnie.



The more medals you deliver to Princess Minnie, the more rewards you can earn. You cannot purchase or find most of her rewards anywhere else, and many of them are quite powerful. Keep your eyes peeled for medals and return to her frequently!

### MINI-MEDAL CHECKLIST

The following section contains a brief listing of the number of medals in their corresponding areas. Note that, in some cases, you will need to acquire an item first.

| # OF MEDALS | AREA                        |
|-------------|-----------------------------|
| 1           | FAREBURY                    |
| 1           | PEREGRIN QUAY               |
| 3           | MAELLA ABBEY                |
| 1           | SIMPLETON                   |
| 2           | RUINED ABBEY                |
| 3           | ASCANTHA CASTLE             |
| 6           | PICKHAM                     |
| 3           | RED'S DEN                   |
| 3           | SWORDSMAN'S LABYRINTH       |
| 1           | HILLTOP HUT                 |
| 5           | TRODAIN CASTLE              |
| 1           | MOLE HOLE                   |
| 2           | PRINCESS MINNIE'S CASTLE    |
| 1           | SAVELLA CATHEDRAL           |
| 1           | SEAVIEW CHURCH              |
| 6           | BACCARAT                    |
| 1           | SEER'S RETREAT              |
| 8           | ARGONIA                     |
| 1           | ROYAL HUNTING GROUND: HOUSE |

| # OF MEDALS | AREA                         |
|-------------|------------------------------|
| 1           | ROYAL HUNTING GROUND         |
| 2           | DARK RUINS                   |
| 1           | DRAGON GRAVEYARD             |
| 8           | ARCADIA                      |
| 2           | MARTA'S COTTAGE              |
| 4           | ORKUTSK                      |
| 3           | HERB GROTTO                  |
| 4           | PIRATE'S COVE                |
| 3           | EMPYCCHU                     |
| 4           | DARK EMPYCCHU                |
| 2           | GODBIRD'S EYRIE              |
| 2           | TRYAN GULLY                  |
| 2           | LORD HIGH PRIEST'S RESIDENCE |
| 8           | UNKNOWN...                   |
| 1           | TROLLS' MAZE                 |
| 15          | FIELD                        |
| 1           | WORLD OF DARKNESS            |
| 1           | LE CLUB PUFF-PUFF            |

### HUNTING FOR MEDALS

The medals are hidden in towns, dungeons, the field, and even homes and inns. With one exception, they are always inside a cabinet, a pot, a barrel, a hanging bag, or a treasure chest. There are 115 medals in all, but you only need to find 110 to get the final reward. Most of them are hidden in the towns, but nearly every major area has at least one. Use Yangus's Nose for Treasure (a skill learned when you assign 16 skill points to his Humanity skill set) to make finding them a little easier.



**28 Medals**

*Fishnet stockings (accessory); defence: 8; equipped by Jessica*



**36 Medals**

*Posh waistcoat (armour); defence: 48; equipped by Angelo*



**45 Medals**

*Staff of divine wrath (staff); attack: 35, cast Swoosh when used in combat; equipped by Jessica, Angelo*



**52 Medals**

*Gold nugget (item); used in alchemy*



**60 Medals**

*Meteorite bracer (accessory); agility: +50; equipped by Hero, Yangus, Jessica, Angelo*



**68 Medals**

*Miracle sword (sword); attack: 80, restores user's HP; equipped by Hero, Jessica*



**75 Medals**

*Sacred armour (armour); defence: 84, regenerates wearer's HP; equipped by Hero, Angelo*



**83 Medals**

*Orichalcum (item); used in alchemy*



**90 Medals**

*Metal king helm (helmet); defence: 55, increases resistance to status effect spells; equipped by Hero, Yangus, Jessica, Angelo*



**99 Medals**

*Dangerous bustier; (armour); defence: 1, changes Jessica's appearance; equipped by Jessica*



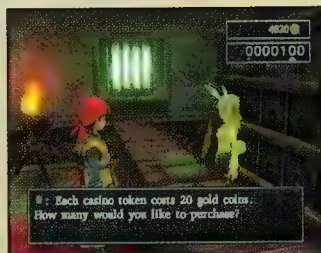
**110 Medals**

*Flail of destruction (weapon); attack: 125, hits all enemies; equipped by Yangus*



# CASINO GAMES

You can play at a casino in Pickham as soon as you reach it. Stakes are low here, so it will take perseverance to win tokens to redeem for prizes. You can earn—or lose—tokens much more quickly at the high-stakes games in Baccarat, but that casino doesn't open until much later in the game.



Instead of gold coins, you gamble with tokens that can be purchased at either casino for 20 gold coins apiece. Win enough tokens and you can redeem them for prizes, which differ in each casino. You cannot sell the tokens back for gold. Later in the game, you can also earn tokens by completing a side quest in Baccarat.

## PICKHAM CASINO



You can play at this casino at any time after you reach Pickham. It offers only one-token slot machines and a bingo counter, so the stakes are quite low. You must spend a lot of time at the slots—or get lucky at bingo—to earn enough tokens to claim this casino's top prizes.

## BACCARAT



This casino has higher stakes and offers better prizes. However, you must first resolve the matter of Golding's estate for it to reopen, which isn't something you can do on your first visit to Baccarat. Once it reopens, you can earn money quickly by playing roulette or the 100-token slot machine.

The prizes for redemption in Pickham are:

|  |                                                                                                                   |
|--|-------------------------------------------------------------------------------------------------------------------|
|  | <b>100 Tokens</b><br><i>Magic water (item); restores 30 or more MP to ally</i>                                    |
|  | <b>500 Tokens</b><br><i>Silver platter (shield); defence: 8; equipped by Jessica</i>                              |
|  | <b>1000 Tokens</b><br><i>Agility ring (accessory); agility: 15; equipped by Hero, Yangus, Jessica, Angelo</i>     |
|  | <b>1500 Tokens</b><br><i>Titan belt (accessory); attack: 10; equipped by Hero, Yangus, Jessica, Angelo</i>        |
|  | <b>3000 Tokens</b><br><i>Rune staff (staff); defence: 30, casts Kabuff when used; equipped by Jessica, Angelo</i> |
|  | <b>5000 Tokens</b><br><i>Platinum headgear (helmet); defence: 30; equipped by Hero, Angelo</i>                    |

The prizes for redemption in Baccarat are:

|  |                                                                                                                                           |
|--|-------------------------------------------------------------------------------------------------------------------------------------------|
|  | <b>1000 Tokens</b><br><i>Prayer ring (accessory); defence: 5, restores MP when used; equipped by Hero, Yangus, Jessica, Angelo</i>        |
|  | <b>3000 Tokens</b><br><i>Spangled dress (armour); defence: 46; equipped by Jessica</i>                                                    |
|  | <b>5000 Tokens</b><br><i>Saint's ashes (item); used in alchemy</i>                                                                        |
|  | <b>10000 Tokens</b><br><i>Falcon blade (sword); attack: 37; attacks twice; equipped by Hero, Jessica*, Angelo</i>                         |
|  | <b>50000 Tokens</b><br><i>Liquid metal armour (armour); defence: 101, reduces spell damage; equipped by Hero, Yangus, Jessica, Angelo</i> |
|  | <b>200000 Tokens</b><br><i>Gringham whip (weapon); attack: 127, hits all enemies; equipped by Jessica</i>                                 |

## SLOT MACHINES

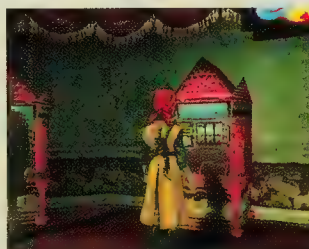
The slots in Pickham are single token machines only, while Baccarat hosts 10-token machines and even a 100-token machine! If you have enough tokens, you can make up to five bets per pull on any machine, allowing for three-of-a-kinds on each of the three horizontal pay lines and two diagonal ones. You can continuously play the slots, betting all five lines each time, by pressing up on the directional button or the left analog stick repeatedly. This simple control scheme allows hardcore gamblers to keep the slots rolling while they focus their attention on other things.



All slot machines are not created equal. While their reels stop at random positions, the assortment of icons on their reels can encourage occasional large payoffs or frequent small ones. You will win less often on the long-shot machines, but the payoffs for winning will make up for it.

## The Best Slots in Pickham

There are eight slot machines in Pickham, although some other person will be using the third machine from the left most of the time. He's welcome to it, as it has the worst odds of the bunch! But all the machines have the odds tilted in your favor by varying degrees. The fourth machine (starting from the left) is the best performer, offering nearly a 90% profit on your investment! Machines 5 through 7 are all quite profitable as well, around the 70% range.

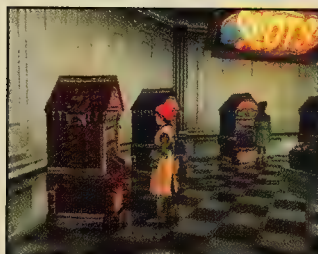


Keep in mind, though, that these returns are over the *long term* and factor in the odds of scoring a 777 jackpot. Machine 4 offers the best chance of scoring a 777, and even then, the odds are 1:1543. If your goal is to slowly and safely build your stake, use machine 6 (starting from the left), which will return around 30 tokens gained for every 100 spent even when the odds of the top three jackpots are stripped out of the equation.



## The Best Slots in Baccarat

Among the one-token slots on the left side of the room, the third machine offers fantastic odds, but they're heavily dependent on the 1:578 chance of scoring a 500x payoff. If you don't have a lot of tokens to play the slots, you'll get more reliable odds and a nice rate of return from machine 4. The 10-token slots on the right all offer roughly the same rate of return.



The 100-token slot in Baccarat is the ultimate long-shot machine. Its reels have seven sevens instead of the usual three or four. This means your odds of scoring a 1000:1 jackpot are approximately 1:772. That's an average return of nearly 30% on your investment before you add in the payoffs from all the other rows! When totaled, they add up to an average return of over 2 tokens for every one you put in. Of course, these are long-term gains and you'll need to spend a lot of money to exploit them. If you can only afford a few pulls, you're unlikely to get the 777 you need to come out ahead.

## BINGO

Bingo is the highest-stakes game in Pickham, as you can wager 100 tokens per game. (In Baccarat, the limits are raised to 300.) The point of the bingo game is to score a bingo in any direction within 10 turns (the middle square is free). The sooner you do so, the higher the payoff! You have no control of the action once you make a wager, so just sit back and see what numbers the cureslime pulls!



Bingo doesn't offer great odds, but the potential payoffs can be huge early in the game. You may want to consider playing this game at the end of every play session; save your game, go and enter the maximum bet. If you don't come out ahead, you don't need to save your progress.

### BINGO PAYOFF CHART

| TURN             | PAYOFF | ODDS   |
|------------------|--------|--------|
| 4 <sup>th</sup>  | 400x   | .0004% |
| 5 <sup>th</sup>  | 200x   | .02%   |
| 6 <sup>th</sup>  | 100x   | .07%   |
| 7 <sup>th</sup>  | 50x    | 2%     |
| 8 <sup>th</sup>  | 25x    | 4%     |
| 9 <sup>th</sup>  | 10x    | 7%     |
| 10 <sup>th</sup> | 5x     | 12%    |

## ROULETTE

The roulette table is for the real gamblers. You can lose a fortune in a flash, or earn a huge payoff. The maximum bet is 500 tokens and you can make as many bets as you want. The roulette table consists of 28 numbers. You can bet on any single number, split your bet between two or four adjacent numbers, bet on a column of three or two adjacent columns of six, or bet on a row or square of nine numbers. You can also make a bet on odd, even, red, or blue.

But it all works out to the same odds, right? Usually that's true, but the Baccarat table has several quirks that alter the usual odds. Observant players can exploit these quirks to give themselves an edge.



**Zero (0) is neither even nor odd, nor blue or red. That leaves 27 numbers, 14 of which are odd, and only 13 of which are even. Fourteen of them are red and 13 are blue. So odd and red actually offer fair odds, while even and blue are sucker bets.**

**There are a lot of betting options but the payoffs are inconsistent. Any single number is a fair bet, with a 1:28 chance of success and a 28:1 payoff. A split bet (two adjacent numbers with a chip between them) will double your odds and halve the payoff, which is what you'd expect. But if you bet a street (a column of three; place the token at the bottom of the column), you end up with 1:9.33 odds and only a 8:1 payoff. Those are the worst odds on the table!**

**While a single column offers an 8:1 payoff, a pair of adjacent columns (six numbers; place the token at the bottom between two columns) has a success rate of 1:4.67 with a 5:1 payoff, so the payoff significantly beats the odds! A "double street" is by far the best bet on the table, and in the long run you'll earn 107 tokens for every 100 bet. Betting four double streets is a reasonably safe way to make long-term profits.**



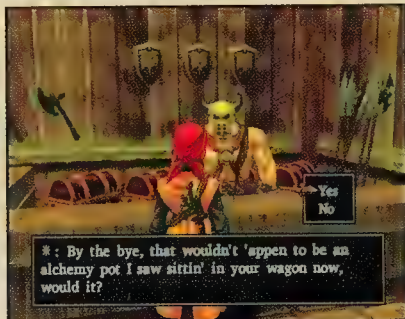
### ODDS CHART

| BET                                                 | PAYOFF | AVERAGE RETURN |
|-----------------------------------------------------|--------|----------------|
| Inside (1 number)                                   | 28:1   | 100%           |
| Split (2 adjacent numbers)                          | 14:1   | 100%           |
| Street (3 numbers in column)                        | 8:1    | 86%            |
| Quad (4 numbers in square)                          | 7:1    | 100%           |
| Double Street (6 numbers in two adjacent columns)   | 5:1    | 107%           |
| Triple Street (9 numbers in block of three columns) | 3:1    | 96%            |
| Row (9 numbers in horizontal line)                  | 3:1    | 96%            |
| Evens (13 numbers)                                  | 2:1    | 93%            |
| Odds (14 numbers)                                   | 2:1    | 100%           |
| Blue (13 numbers)                                   | 2:1    | 93%            |
| Red (14 numbers)                                    | 2:1    | 100%           |



## DODGY DAVE'S BLACK MARKET

After completing the chain of events that begin in Pickham and end at Red's Den, you can return to Dodgy Dave in his hidden shop behind Pickham's smaller pub. He'll ask you to make custom items for him with the alchemy pot, and he'll pay generously for them. For certain items, he'll trade some of his rare items.



Dodgy Dave doesn't reveal the recipes, just the name of the item. You must determine the recipes, or find them in a book. After giving Dodgy Dave everything he asks for, he starts over from the beginning, asking for the special medicine again. You can continue to fulfill his orders for gold, but you'll only get items in trade the first time.

### DODGY DAVE'S REQUESTS

| ITEM                 | REWARD          |
|----------------------|-----------------|
| Special medicine     | 500 gold        |
| Reinforced boomerang | 1200 gold       |
| Ring of immunity     | Bandit axe      |
| Robe of serenity     | 6000 gold       |
| Sandstorm spear      | Happy hat       |
| Crimson robe         | Big boss shield |

Rewards from Dodgy Dave include:



**Bandit axe (weapon)**  
*Attack: 55; equipped by Yangus*



**Happy hat (helmet)**  
*Defence: 31, recovers MP as you walk; equipped by Jessica, Angelo*



**Big boss shield (shield)**  
*Defence: 50, casts Kasap when used; equipped by Yangus*

## TIPS, TRICKS, AND EASTER EGGS

The following section contains some really useful advice on strategies and some cool extras that make this game even more enjoyable. It even reveals some hidden Easter Eggs!

## STEALING STUFF

Stealing items from enemies with Yangus's Steal Sickle or Stainless Steal Sickle ability requires a great deal of persistence. Fortunately, there are a few tricks to use to improve your chances of success.



*Your success rate is roughly doubled when an enemy is put to sleep or paralysed. If you're determined to steal something, have Jessica cast Snooze or Kasnooze*



*repeatedly on the target while Yangus uses Stainless Steal Sickle. (Jessica's Whiplash and Angelo's Angel Eyes are also effective.) Even if the target is already asleep or paralysed, using the spell or ability on a regular basis will lengthen the duration of the effect.*



*The biggest problem with Stainless Steal Sickle is that it often kills its target. To prevent this from occurring, equip the skull helm. This cursed item reduces its wearer's attack score to 0, so Yangus will do no more than 1 point of damage each time you try to steal!*



*Even when an enemy is sound asleep, you'll often have about a 1 in 100 chance of success. Try this to improve the odds: eliminate all the other monsters; keep your target asleep or paralysed; and have your other party members repeatedly defend. Then have Yangus (with a skull helm equipped) use the Stainless Steal Sickle repeatedly until it succeeds.*



## DEFEATING METAL MONSTERS

You'll encounter metallic members of the slime family throughout the game. They typically flee right away, but if you can manage to defeat one before it gets away, you will receive a ton of experience points.

When you acquire the Godbird's soulstone, fly to Howlwind Hill (just north of Rydon's Tower) to find legions of metal monsters. This is the ideal place to rack up experience once you master the small handful of skills that are effective against the creatures.

Most attacks, spells and abilities cause 0 or 1 point of damage to metal monsters, regardless of the user's attack strength!





 The best attacks are the Hero's Thunder Thrust and Lightning Thrust spear skills and Yangus's Hatchet Man and Executioner axe skills. Since critical hits deal damage regardless of the target's defence, these abilities can do several hundred points of damage, effectively killing any metal creature instantly.

 Another option is the Metal Slash sword skill learned by the Hero and Angelo, which can deal 1-2 points of damage. Pair this skill with a falcon blade or über falcon blade to possibly double the amount of damage.

 The liquid metal sword inflicts a flat 2 points of damage to any metal creature, but only on a regular attack. The damage is not doubled by the Falcon Slash skill.

 Characters who lack these skills should use attacks or weapons that strike twice. Since every hit has a chance of causing 1 point of damage, the more hits the better. Multishot, Multithrust and Multifists can be effective, as can Jessica's Twin Dragon Lash or Angelo's and the Hero's Falcon Slash. Also, the two-hit falcon knife, falcon blade, über falcon blade, and über double-edge are effective.



1350 Exp!



10050 Exp!



30010 Exp!

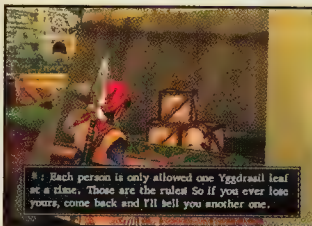
## A SECOND USE FOR BAUMREN'S BELL

After everything you went through to get Baumren's bell, it seems a pity to kill the sabrecats you encounter in combat. Fortunately, you don't have to! Whenever you encounter a sabrecat, ring Baumren's bell (keep it in a character's inventory) and they'll flee the battle.



## TRICKING THE YGGDRASIL LEAF SHOP

The Yggdrasil leaf shop at the Argonia bazaar has a strict one-per-customer policy, and the shopkeeper refuses to sell leaves to anyone who has one in his or her inventory. It isn't clear how exactly she knows this fact, but her sensory powers can't seem to penetrate the metal of the alchemy pot.



To buy a second Yggdrasil leaf, drop the first one into your alchemy pot with a bottle of magic water or a set of red and waterweed moulds. Both are viable recipes, and you can buy a second leaf while the pot is working. Afterward, return to the pot and cancel the recipe to return the first leaf to your inventory.

## THE SECRETS OF SAVELLA'S BIRDS

You probably know that talking to a cow will get you a bottle of fresh milk, but did you know that certain birds have items as well? Two birds in the Savella Area carry items, and both are quite precious: a **seed of magic** and a **seed of life**. You'll find these tiny tweekers on the paths that lead away from the cathedral area.





# COMBAT SPELLS

Characters usually learn new spells simply by gaining levels, although some are learned from spending skill points on certain skill sets (particularly Staves and each character's special skill set). A small handful of skills are learned from in-game story events.

The main stat that affects combat spells is wisdom. The higher the caster's wisdom value, the more damage the spell will cause (building tension also increases damage in most cases). With spells that apply a status effect, like sleep or paralysis, the caster's level largely determines whether the spell hits or misses. Spells that lower enemy stats or boost your characters' stats typically have fixed effects and rarely miss, although the targets may be immune to their effects.

SPILLS

DAMAGE

## ACCELERATLE

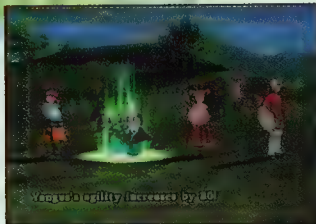
**DESCRIPTION:** Raises the agility of all party members.

**NOTES:** Raises each ally's agility by an amount equal to their base agility score. The effect lasts until the end of the battle.

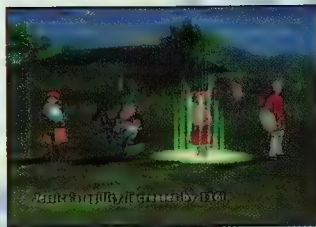
**TARGET:** All allies

**MP COST:** 3

**TENSION BOOST:** Yes



Vergara's agility increases by 100



Angelo's agility increases by 100



Jessica learns at 3  
Staves skill points

## BANG

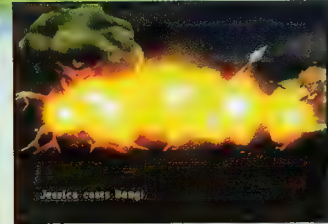
**DESCRIPTION:** Damages all enemies with a small explosion.

**NOTES:** Typically deals 16-24 points of damage but can cause up to 44 points of damage based on caster's wisdom.

**TARGET:** All enemies

**MP COST:** 5

**TENSION BOOST:** Yes



Jessica casts Bang.



Inflicts an average of 40 points of damage on the enemies.



Jessica learns at  
level 14

## BAN DANCE

**DESCRIPTION:** Stop one group of enemies from dancing for several turns.

**NOTES:** Prevents dancing attacks (like Underpants Dance) from being used for 6-9 turns. Has no effect against most foes.

**TARGET:** Enemy group

**MP COST:** 4

**TENSION BOOST:** No



Angelo casts Ban Dance.



The hipster's dance is interrupted!



Angelo learns at 39  
Charisma skill points

## BOOM

**DESCRIPTION:** Engulfs all enemies in a large explosion.

**NOTES:** Typically deals 42-54 points of damage but can cause up to 102 points of damage based on caster's wisdom.

**TARGET:** All enemies

**MP COST:** 8

**TENSION BOOST:** Yes



Jessica casts Boom.



Jessica casts Boom.



Jessica learns at  
level 23



## KABOOM

**DESCRIPTION:** Blasts all enemies with an incredibly violent explosion.

**NOTES:** Typically deals 104-120 points of damage but can inflict up to 200 points of damage based on caster's wisdom.

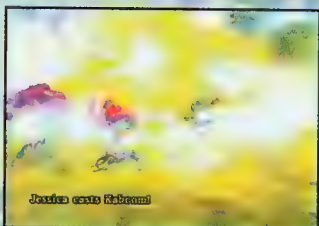
**TARGET:** All enemies

**MP COST:** 15

**TENSION BOOST:** Yes



Jessica learns at level 33



## KABUFF

**DESCRIPTION:** Raises the defence of all party members.

**NOTES:** Raises the defence of each ally by 25% of his or her base defence score each time it is cast. The effect lasts for 7-10 turns.

**TARGET:** All Allies

**MP COST:** 3

**TENSION BOOST:** Yes



Yangus learns at 42 Humanity skill points



## BOUNCE

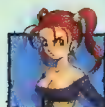
**DESCRIPTION:** Forms a protective barrier that reflects the enemy's and party's spells alike.

**NOTES:** The barrier surrounds the caster for 6-9 turns and reflects spells cast by allies and enemies alike.

**TARGET:** Caster only

**MP COST:** 4

**TENSION BOOST:** No



Jessica learns at 21 Staves skill points



## CRACK

**DESCRIPTION:** Pierces a single enemy with razor-sharp icicles.

**NOTES:** Typically deals 20-28 points of damage but can deal up to 52 points of damage based on caster's wisdom.

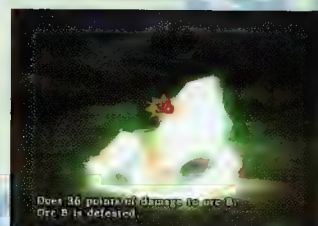
**TARGET:** One enemy

**MP COST:** 3

**TENSION BOOST:** Yes



Jessica learns at level 10



## BUFF

**DESCRIPTION:** Raises the defence of a single party member.

**NOTES:** Raises the defence of one ally by 50% of his or her base defence score. The effect lasts for 7-10 turns.

**TARGET:** One ally

**MP COST:** 2

**TENSION BOOST:** Yes



Angelo knows from beginning



## CRACKLE

**DESCRIPTION:** Rips into a group of enemies with sharp icicles.

**NOTES:** Typically deals 34-46 points of damage but can cause up to 86 points of damage based on caster's wisdom.

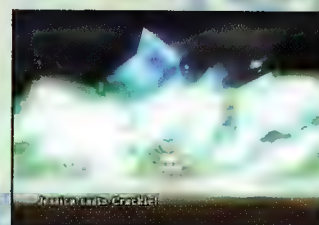
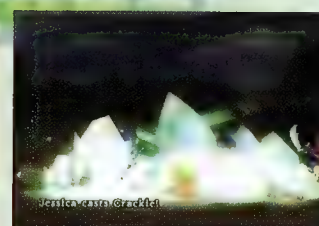
**TARGET:** Enemy group

**MP COST:** 5

**TENSION BOOST:** Yes



Jessica learns at level 16





## KACRACKLE

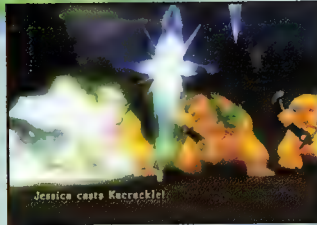
**DESCRIPTION:** Skewers all enemies with a hail of sharp icicles.

**NOTES:** Typically deals 64-83 points of damage but can cause up to 157 points of damage based on caster's wisdom.

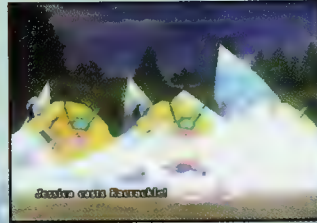
**TARGET:** All enemies

**MP COST:** 12

**TENSION BOOST:** Yes



Jessica casts Kacrackle!



Jessica casts Kacrackle!



Jessica learns during quest

## DRAIN MAGIC

**DESCRIPTION:** Steals MP from a single enemy.

**NOTES:** Amount stolen depends on enemy's current MP and caster's level.

**TARGET:** One enemy

**MP COST:** 0

**TENSION BOOST:** No



Absorbed 15 MP from Iron Scorpion B!



Absorbed 15 MP from Iron Scorpion B!



Angelo learns at 12 Staves skill points

## DAZZLE

**DESCRIPTION:** Envelops a group of enemies in illusions.

**NOTES:** For 5-8 turns, affected foes will miss frequently with physical attacks against your party.

**TARGET:** Enemy group

**MP COST:** 5

**TENSION BOOST:** No



Cyclops A isn't affected!



Cyclops B starts to hallucinate!



Angelo learns at 3 Staves skill points

## FIZZLE

**DESCRIPTION:** Prevents a group of enemies from using magic.

**NOTES:** May not hit all foes. The effect lasts for 7-10 turns.

**TARGET:** Enemy group

**MP COST:** 5

**TENSION BOOST:** No



Pomblunder A is unable to cast magic!



Pomblunder B isn't affected!



Hero learns at 40 Courage skill points



Angelo learns at 6 Staves skill points

## DIVINE INTERVENTION

**DESCRIPTION:** Reduces a group of enemies' resistance to magical attacks.

**NOTES:** Makes foes weak to magic-based attacks and status effects for 6-9 turns.

**TARGET:** Enemy group

**MP COST:** 4

**TENSION BOOST:** No



Iron scorpion A becomes more vulnerable to spells!



But Iron scorpion B isn't affected!



Angelo learns at 27 Charisma skill points

## FRIZZ

**DESCRIPTION:** Singes a single enemy with a small fireball.

**NOTES:** Typically deals 10-13 points of damage but can inflict up to 24 points of damage based on caster's wisdom.

**TARGET:** One enemy

**MP COST:** 2

**TENSION BOOST:** Yes



Jessica casts Frizz!



Does 23 points of damage to tortoise macho A.



Jessica knows from beginning

SPILLS

FLAMES



## FRIZZLE

**DESCRIPTION:** Burns a single enemy with a large fireball.

**NOTES:** Typically deals 56-72 points of damage but can cause up to 120 points of damage based on caster's wisdom.

**TARGET:** One enemy

**MP COST:** 4

**TENSION BOOST:** Yes



Jessica learns at level 21



Jessica casts Frizzle!



Does 114 points of damage to the poison mace.

## KAFUDDLE

**DESCRIPTION:** Confuses all enemies.

**NOTES:** May not hit all foes, but has a higher rate of success than Fuddle. The confusion effect typically lasts from 5 to 8 turns.

**TARGET:** All enemies

**MP COST:** 10

**TENSION BOOST:** No



Angelo learns at 66 Charisma skill points



Metal slime knight B is confused



Orc B is confused!

## KAFRIZZLE

**DESCRIPTION:** Incinerates a single enemy with an enormous fireball.

**NOTES:** Typically deals 144-160 points of damage but can cause up to 264 points of damage based on caster's wisdom.

**TARGET:** One enemy

**MP COST:** 10

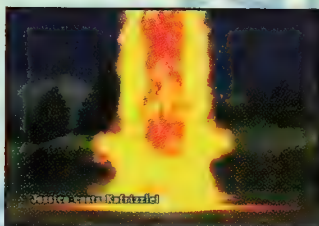
**TENSION BOOST:** Yes



Jessica learns at level 35



Jessica casts KAFRIZZLE!



Jessica casts KAFRIZZLE!

## INSULATE

**DESCRIPTION:** Forms a barrier that protects all party members from fire- or ice-based attacks.

**NOTES:** Damage from such attacks is reduced by half for the duration of the spell, which is typically 6 to 9 turns.

**TARGET:** All allies

**MP COST:** 3

**TENSION BOOST:** No



Jessica learns at level 25



The party is enveloped in a soft light!



The party is enveloped in a soft light!

## FUDDLE

**DESCRIPTION:** Sends a group of enemies into confusion.

**NOTES:** May not hit all foes. The confusion effect typically lasts from 5 to 8 turns.

**TARGET:** Enemy Group

**MP COST:** 5

**TENSION BOOST:** No



Jessica learns at 26 Sex Appeal skill points



Iron scorpion A is confused!



Iron scorpion B is confused!

## KAMIKAZEE

**DESCRIPTION:** Sacrifices your own life to destroy all enemies.

**NOTES:** The resultant explosion damages some foes (leaving them with only a few HP) and simply destroys all others. Not all enemies are vulnerable. Destroyed enemies provide no experience.

**TARGET:** All enemies

**MP COST:** 1

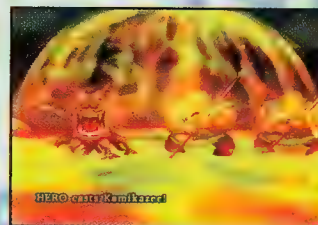
**TENSION BOOST:** No



Hero learns at 70 Courage skill points



HERO casts Kamikaze!



HERO casts Kamikaze!



## MAGIC BARRIER

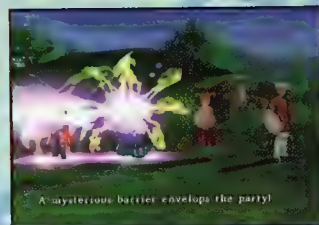
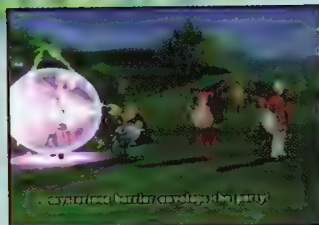
**DESCRIPTION:** Forms a protective barrier that reduces the effectiveness of foes' offensive spells.

**NOTES:** The barrier reduces damage dealt by enemy attack spells and reduces the accuracy of status effect spells (like Snooze) cast by enemies for 6-9 turns.

**TARGET:** All allies

**MP COST:** 3

**TENSION BOOST:** No



Jessica learns at 31 Staves skill points

## SAP

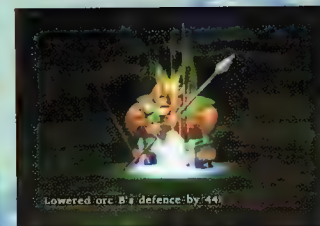
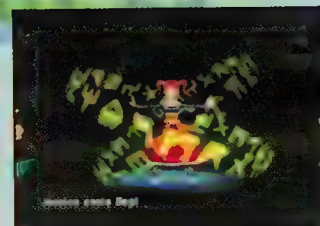
**DESCRIPTION:** Reduces the defence of a single enemy.

**NOTES:** The effect lasts for 7-10 turns and cuts an enemy's defence by half of its base defence stat.

**TARGET:** One enemy

**MP COST:** 3

**TENSION BOOST:** No



Jessica knows from the beginning

## MAGIC BURST

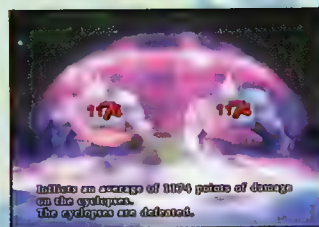
**DESCRIPTION:** Unleashes all remaining magic power in a fearsome explosion.

**NOTES:** Base damage to each enemy is equal to double the amount of MP spent.

**TARGET:** All enemies

**MP COST:** All remaining MP (requires min 1 MP)

**TENSION BOOST:** Yes



Jessica learns at 100 Fisticuffs skill points

## KASAP

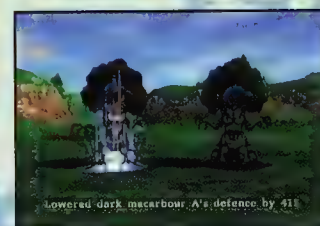
**DESCRIPTION:** Reduces the defence of a group of enemies.

**NOTES:** The effect lasts for 7-10 turns and cuts the enemies' defence to 25% of their base defence stat.

**TARGET:** Enemy group

**MP COST:** 4

**TENSION BOOST:** No



Jessica learns at 7 Staves skill points

## Oomph

**DESCRIPTION:** Increases the attack of a single party member.

**NOTES:** Doubles damage from physical attacks and certain abilities for 6-9 turns. During that time, target cannot score critical hits.

**TARGET:** One ally

**MP COST:** 6

**TENSION BOOST:** No



Jessica learns at level 19



Angelo learns at 65 Staves skill points

## SHARE MAGIC

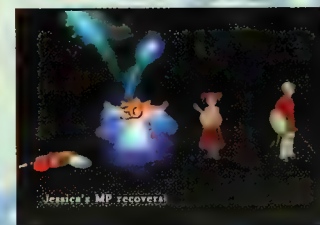
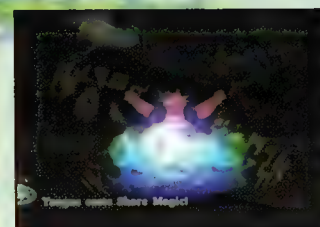
**DESCRIPTION:** Shares some of your MP with an ally.

**NOTES:** The amount of MP transferred varies, but averages around 40% of Yangus's Max MP.

**TARGET:** One ally

**MP COST:** 0

**TENSION BOOST:** Yes



Yangus learns at 32 Humanity skill points

SPILLS

YAMAM



## SIZZ

**DESCRIPTION:** Singes a group of enemies with a blazing fire.

**NOTES:** Typically deals 13-19 points of damage but can inflict up to 35 points of damage based on caster's wisdom.

**TARGET:** Enemy group

**MP COST:** 4

**TENSION BOOST:** Yes



Hero learns at level 11



Jessica learns at level 11



## SNOOZE

**DESCRIPTION:** Puts a group of enemies to sleep.

**NOTES:** Effect lasts for 2-5 turns. May not hit all foes.

**TARGET:** Enemy Group

**MP COST:** 3

**TENSION BOOST:** No



Jessica learns at level 12



## SIZZLE

**DESCRIPTION:** Burns a group of enemies with a blazing wall of fire.

**NOTES:** Typically deals 24-34 points of damage but can cause up to 62 points of damage based on caster's wisdom.

**TARGET:** Enemy group

**MP COST:** 6

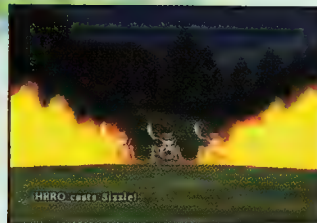
**TENSION BOOST:** Yes



Hero learns at level 20



Jessica learns at level 20



## KASNOOZE

**DESCRIPTION:** Puts a group of enemies into a deep sleep.

**NOTES:** Effect lasts for 2-5 turns. May not hit all foes, but has a higher rate of success than Snooze.

**TARGET:** Enemy Group

**MP COST:** 8

**TENSION BOOST:** No



Jessica learns at 68 Sex Appeal skill points



## KASIZZLE

**DESCRIPTION:** Scorches a group of enemies with the blazing flames of the underworld.

**NOTES:** Typically deals 70-90 points of damage but can cause up to 170 points of damage based on caster's wisdom.

**TARGET:** Enemy group

**MP COST:** 10

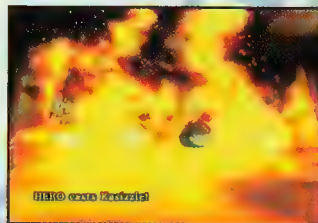
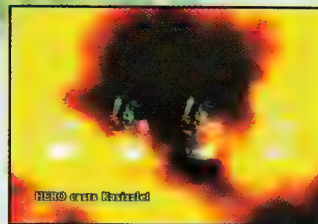
**TENSION BOOST:** Yes



Hero learns at level 32



Jessica learns during quest



## PEARLY GATES

**DESCRIPTION:** Opens heaven's door to baptize a group of foes with sacred light.

**NOTES:** Deals 180-210 points of damage to an enemy group. If those enemies are zombie-type, this spell does an additional 50% damage.

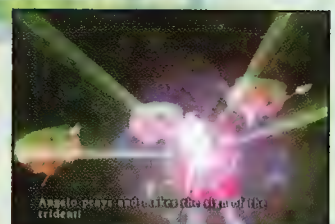
**TARGET:** Enemy group

**MP COST:** 20

**TENSION BOOST:** Yes



Angelo learns at 100 Charisma skill points





## WHACK

**DESCRIPTION:** A cursed incantation that sends an enemy to the hereafter.

**NOTES:** Odds of success (an instant kill) are based on caster's level and target's level of resistance.

**TARGET:** One Enemy

**MP COST:** 4

**TENSION BOOST:** No



Angelo learns at level 17

## WOOSH

**DESCRIPTION:** Slices through a group of enemies with a small whirlwind.

**NOTES:** Typically deals 6-19 points of damage but can cause up to 32 points of damage based on caster's wisdom.

**TARGET:** Enemy group

**MP COST:** 2

**TENSION BOOST:** Yes



Angelo knows from beginning

## THWACK

**DESCRIPTION:** A cursed incantation that sends a group of enemies to the hereafter.

**NOTES:** Odds of success (an instant kill) are based on caster's level and targets' level of resistance.

**TARGET:** Enemy group

**MP COST:** 7

**TENSION BOOST:** No



Angelo learns at level 22

## SWOOSH

**DESCRIPTION:** Slices through a group of enemies with a powerful whirlwind.

**NOTES:** Typically deals 20-44 points of damage but can inflict up to 76 points of damage based on caster's wisdom.

**TARGET:** Enemy group

**MP COST:** 4

**TENSION BOOST:** Yes



Angelo learns at level 18

## KATHWACK

**DESCRIPTION:** A cursed incantation that sends all enemies to the hereafter.

**NOTES:** Odds of success (an instant kill) are based on caster's level and targets' level of resistance.

**TARGET:** All Enemies

**MP COST:** 15

**TENSION BOOST:** No



Angelo learns at 56 Staves skill points

## KASWOOSH

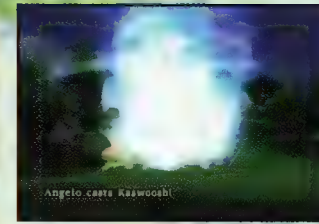
**DESCRIPTION:** Slices through a group of enemies with a ferociously destructive whirlwind.

**NOTES:** Typically deals 64-144 points of damage but can cause up to 200 points of damage based on caster's wisdom.

**TARGET:** Enemy group

**MP COST:** 8

**TENSION BOOST:** Yes



Angelo learns at level 32

SKILLS

LEVEL



## ZAP

**DESCRIPTION:** Calls down lightning on all enemies.

**NOTES:** Typically deals 40-56 points of damage but can cause up to 88 points of damage based on caster's wisdom.

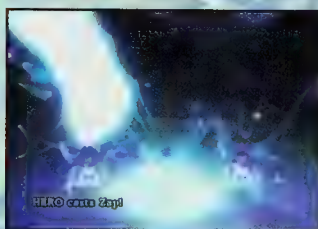
**TARGET:** All enemies

**MP COST:** 6

**TENSION BOOST:** Yes



Hero learns at 48  
Courage skill points



## KAZAP

**DESCRIPTION:** Calls down powerful thunderbolts on a group of enemies.

**NOTES:** Typically deals 100-140 points of damage but can inflict up to 220 points of damage based on caster's wisdom.

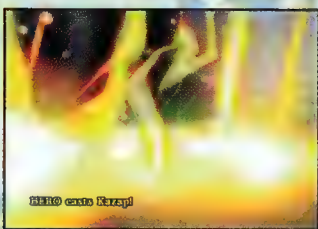
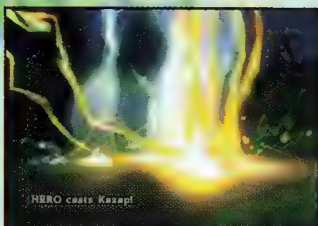
**TARGET:** Enemy group

**MP COST:** 15

**TENSION BOOST:** Yes



Hero learns at 100  
Courage skill points



# RECOVERY SPELLS

## KERPLUNK

**DESCRIPTION:** Sacrifice your own life to resurrect all other party members.

**NOTES:** Kills Yangus and reduces his MP to 0, but restores all fallen allies to life with full HP and fully heals all other allies.

**TARGET:** All allies

**MP COST:** All remaining MP (requires min 1 MP)

**TENSION BOOST:** No



Yangus learns at 82  
Humanity points



## HEAL

**DESCRIPTION:** Restores at least 30 HP to a single ally.

**NOTES:** Restores 30-40 HP to one ally. Can be used on field or in combat.

**TARGET:** One ally

**MP COST:** 2

**TENSION BOOST:** Yes



Hero learns at level 3



Yangus learns at 10  
Humanity skill points



Angelo knows from  
beginning



## MIDHEAL

**DESCRIPTION:** Restores at least 75 HP to a single ally.

**NOTES:** Restores 75-95 HP to one ally. Can be used on field or in combat.

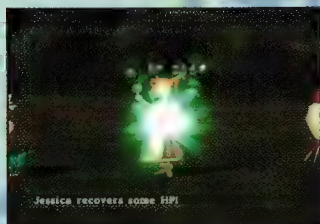
**TARGET:** One ally

**MP COST:** 3

**TENSION BOOST:** Yes



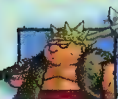
Jessica recovers some HP!



Jessica recovers some HP!



Hero learns at level 18



Yangus learns at 68 Humanity skill points



Angelo learns at level 15

## OMNIHEAL

**DESCRIPTION:** Restores all HP to all party members.

**NOTES:** Restores each ally to max HP. Can be used on field or in combat.

**TARGET:** All allies

**MP COST:** 36

**TENSION BOOST:** No



Yangus recovers some HP!



Angelo recovers some HP!



Hero learns at 82 Courage skill points

## FULLHEAL

**DESCRIPTION:** Restores all HP to a single ally.

**NOTES:** Restores one ally to max HP. Can be used on field or in combat.

**TARGET:** One ally

**MP COST:** 6

**TENSION BOOST:** No



Yangus recovers some HP!



Yangus recovers some HP!



Hero learns at level 27



Angelo learns at level 24

## SQUELCH

**DESCRIPTION:** Cures a single ally of the effects of poison.

**NOTES:** Can be used on field or in combat.

**TARGET:** One ally

**MP COST:** 2

**TENSION BOOST:** No



HERO cures Squelch!



HERO is no longer poisoned!



Hero learns at level 4



Angelo learns at 3 Charisma skill points

## MULTIHEAL

**DESCRIPTION:** Restores at least 100 HP to all party members.

**NOTES:** Restores 100-120 HP to each ally. Can be used on field or in combat.

**TARGET:** All allies

**MP COST:** 10

**TENSION BOOST:** Yes



Yangus recovers some HP!



Jessica recovers some HP!



Angelo learns at level 30

## TINGLE

**DESCRIPTION:** Cures all party members of the effects of sleep and paralysis.

**NOTES:** Can only be used in combat.

**TARGET:** All allies

**MP COST:** 2

**TENSION BOOST:** No



HERO cures Tingle!



Angelo wakes up!



Hero learns at 16 Courage skill points



Angelo learns at level 13

SPILLS

RECOVERY



## ZING

**DESCRIPTION:** Resurrects a fallen ally with a 50% success rate.

**NOTES:** If successful, the fallen ally will be returned to life with half of his or her max HP. Can be used on field or in combat.

**TARGET:** One ally

**MP COST:** 8

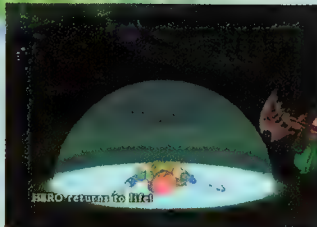
**TENSION BOOST:** No



Hero learns at level 29



Angelo learns at level 19



## KAZING

**DESCRIPTION:** Resurrects a fallen ally.

**NOTES:** The fallen ally returns to life with full HP. Can be used on field or in combat.

**TARGET:** One ally

**MP COST:** 15

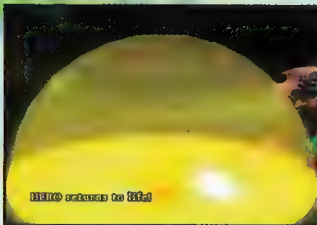
**TENSION BOOST:** No



Jessica learns at 100 Staves skill points



Angelo learns at level 34



# FIELD SPELLS

## EVAC

**DESCRIPTION:** Allows you to exit instantly from dungeons, caves, and towers.

**NOTES:** Returns you to entrance of area. No effect if used in field or town areas.

**TARGET:** All allies

**MP COST:** 2

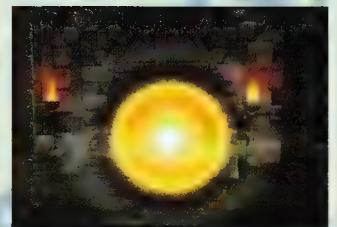
**TENSION BOOST:** N/A



Hero learns at level 6



Jessica learns at level 11



## HOLY PROTECTION

**DESCRIPTION:** Generates a holy aura that causes weaker monsters to avoid your party.

**NOTES:** You will not be attacked by enemies that are at a lower level than the Hero. Can be used in both field and dungeon areas.

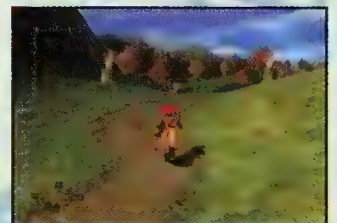
**TARGET:** All allies

**MP COST:** 4

**TENSION BOOST:** N/A



Hero learns at 28 Courage skill points





## Nose for Treasure

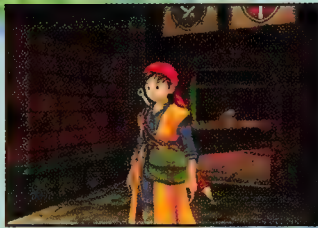
**DESCRIPTION:** Instantly reports the number of nearby treasures.

**NOTES:** N/A

**TARGET:** N/A

**MP COST:** 0

**TENSION BOOST:** N/A



Yangus learns at 16  
Humanity skill points

## Whistle

**DESCRIPTION:** Summons monsters with a whistle.

**NOTES:** If used in an area with active monsters, a random encounter will begin immediately.

**TARGET:** N/A

**MP COST:** 0

**TENSION BOOST:** N/A



Yangus learns at 4  
Humanity skill points

## Padfoot

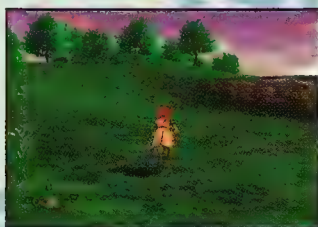
**DESCRIPTION:** A secret technique for disguising your presence so as to avoid monsters.

**NOTES:** Reduces the chance of monster encounters. Lasts longer than Holy Protection, but is less effective.

**TARGET:** N/A

**MP COST:** 4

**TENSION BOOST:** N/A



Yangus learns at 33  
Fisticuffs skill points

## Zoom

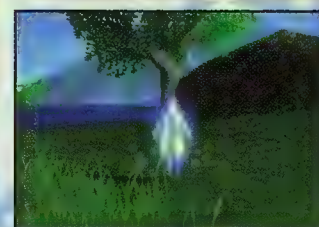
**DESCRIPTION:** Allows you to return instantly to certain places you have visited before.

**NOTES:** Not effective if used in a roofed area (try it and see why!).

**TARGET:** All allies

**MP COST:** 1

**TENSION BOOST:** N/A



Hero learns at 8  
Courage skill points



Angelo knows from  
the beginning



# ABILITIES

Characters learn abilities when they assign a set number of skill points to one of their five skill sets. Each character has three weapon skills, the fisticuffs skill, and a fifth special skill available only to that character. A character can only use a weapon ability while he or she has a weapon of that type equipped. Additionally, fisticuffs abilities can only be used while the character is unarmed. Special abilities can be used regardless of a character's equipment.

Abilities increase a character's combat potential by enabling them to hit multiple times, inflict more damage, execute attacks with special effects, or hit a wider group of targets. The MP cost to use abilities is usually quite low, and some are free! But keep in mind that it is not possible to score critical hits while using most abilities; that's a special property of the standard attack option only.

## AXE ABILITIES

### HELM SPLITTER



#### DESCRIPTION

A skull-splitting smash that lowers an opponent's defence as it inflicts damage.

#### NOTES

Deals normal damage and reduces an enemy's defence by half of its base defence score for 7-10 turns (same as Sap spell).



|           |
|-----------|
| 6         |
| One enemy |
| 0         |
| Yes       |

### PARALLAX

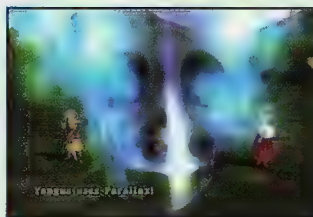


#### DESCRIPTION

A focused strike capable of occasionally paralysing an enemy.

#### NOTES

Deals 50% more damage than a standard attack and occasionally paralyses an enemy for 5-8 turns.



|           |
|-----------|
| 42        |
| One enemy |
| 2         |
| Yes       |

### HATCHET MAN



#### DESCRIPTION

An unpredictable attack that can slay an enemy with a single blow... if it connects.

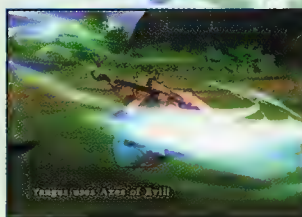
#### NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.



|           |
|-----------|
| 19        |
| One enemy |
| 3         |
| Yes       |

### AXES OF EVIL



#### DESCRIPTION

Generates a vortex from your axe blade that chews into a group of enemies.

#### NOTES

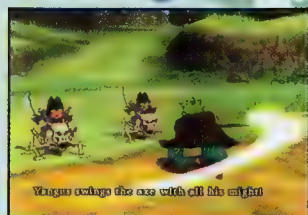
Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.



|             |
|-------------|
| 54          |
| Enemy group |
| 0           |
| Yes         |



## EXECUTIONER



### DESCRIPTION:

A powerful roundhouse strike that fells an opponent in one blow if it hits.

### NOTES:

Replaces Hatchet Man. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.



|           |           |
|-----------|-----------|
| MP Cost   | 66        |
| Target    | One enemy |
| Misses    | 3         |
| Follow-up | No        |

## TYPHOEUS' MAUL

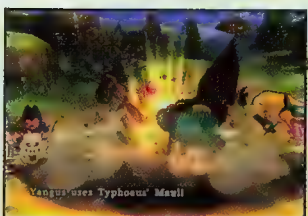


### DESCRIPTION:

An ancient axe technique that works wonders on monsters of the beast family.

### NOTES:

Against most enemies, this causes 50% more damage than a normal attack. Against beast enemies, it does double the damage of a normal attack.



|           |           |
|-----------|-----------|
| MP Cost   | 100       |
| Target    | One enemy |
| Misses    | 6         |
| Follow-up | Yes       |

## POWER THROW

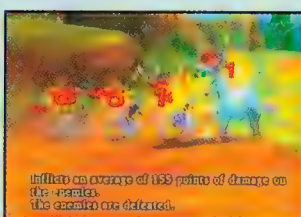


### DESCRIPTION:

A full-force throw that damages all enemies equally.

### NOTES:

Does slightly less damage than a normal attack. Unlike normal boomerang attacks, the damage dealt by the boomerang does not lessen on each subsequent hit.



|           |             |
|-----------|-------------|
| MP Cost   | 18          |
| Target    | All enemies |
| MP Cost   | 4           |
| Follow-up | Yes         |

## FIREBIRD THROW



### DESCRIPTION:

Transforms your boomerang into a firebird that incinerates your enemies.

### NOTES:

Deals base fire damage of 36-44 points to all enemies. The damage does not lessen on each subsequent hit.



|           |             |
|-----------|-------------|
| MP Cost   | 32          |
| Target    | All enemies |
| Misses    | 6           |
| Follow-up | Yes         |

## BOOMERANG ABILITIES

### CROSSCUTTER THROW



### DESCRIPTION:

Traces an X in the air as it ploughs into the enemy.

### NOTES:

Like a normal boomerang attack, except that the boomerang returns to hit the first enemy again. This added hit deals lower damage.



|           |             |
|-----------|-------------|
| MP Cost   | 6           |
| Target    | All enemies |
| Misses    | 2           |
| Follow-up | Yes         |

### SUPER THROW



### DESCRIPTION:

A fearsome attack that uses all your strength to cause extreme damage to all foes.

### NOTES:

Replaces Power Throw. This does slightly more damage than a normal attack and the damage does not lessen on each subsequent hit.



|           |             |
|-----------|-------------|
| MP Cost   | 52          |
| Target    | All enemies |
| MP Cost   | 4           |
| Follow-up | Yes         |



## STARBURST THROW



### DESCRIPTION

Bathes all enemies in a shower of burning light.

### NOTES

Deals base damage of 76-84 points to all enemies.



|             |    |
|-------------|----|
|             | 82 |
| All enemies |    |
| 8           |    |
| Yes         |    |

## CHERUB'S ARROW



### DESCRIPTION

A secret bow technique that regenerates your own MP.

### NOTES

Deals the same damage as a normal attack and regenerates user's MP by 1/16 of the damage dealt.



|           |    |
|-----------|----|
|           | 18 |
| One enemy |    |
| 0         |    |
| Yes       |    |

## GIGATHROW

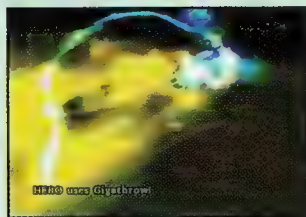


### DESCRIPTION

Pulverises a single enemy with the force of a thunderbolt.

### NOTES

Deals base damage of 145-177 points to a single target, and depending on the user's level, may deal up to 233-284 points of damage.



|           |     |
|-----------|-----|
|           | 100 |
| One enemy |     |
| 15        |     |
| Yes       |     |

## NEEDLE SHOT



### DESCRIPTION

Capable of felling an enemy instantaneously if a vital area is hit.

### NOTES

Has small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.



|           |    |
|-----------|----|
|           | 25 |
| One enemy |    |
| 1         |    |
| No        |    |

## BOW ABILITIES

## SANDMAN'S ARROW



### DESCRIPTION

A magical arrow capable of putting a single enemy to sleep.

### NOTES

Deals the same damage as a normal attack and may put an enemy to sleep for 2-5 turns. The success rate for putting enemies to sleep is the same as the Snooze spell.



|           |   |
|-----------|---|
|           | 6 |
| One enemy |   |
| 2         |   |
| Yes       |   |

## MULTISHOT

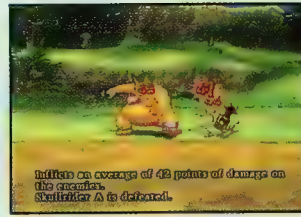


### DESCRIPTION

A hail of blows directed randomly against one or more enemies.

### NOTES

Fires 3 to 4 arrows at randomly chosen targets. Each hit deals half the damage of a normal attack.



|                |    |
|----------------|----|
|                | 44 |
| Random enemies |    |
| 4              |    |
| Yes            |    |



## SERAPH'S ARROW



### DESCRIPTION

A secret technique that recovers even more MP than Cherub's Arrow.

### NOTES

Replaces Cherub's Arrow. Deals same damage as a normal attack, and regenerates user's MP by 1/8 of the damage dealt.

|                                                                                   |    |
|-----------------------------------------------------------------------------------|----|
|  | 66 |
| One enemy                                                                         |    |
| 0                                                                                 |    |
| Yes                                                                               |    |



## SHINING SHOT



### DESCRIPTION

An arrow attack that bathes all enemies in a destructive magical light.

### NOTES

Deals base damage of 116-124 points to all enemies.

|                                                                                     |    |
|-------------------------------------------------------------------------------------|----|
|  | 88 |
| All enemies                                                                         |    |
| 10                                                                                  |    |
| Yes                                                                                 |    |



## NEEDLE RAIN



### DESCRIPTION

A rain of arrows that can occasionally obliterate all enemies in a single salvo.

### NOTES

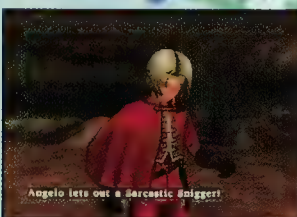
Replaces Needle Shot. Fires 3 to 4 arrows at a single target. Each arrow has a small chance of scoring a one-hit kill, but deals only 1 point of damage if that fails.

|                                                                                     |     |
|-------------------------------------------------------------------------------------|-----|
|  | 100 |
| One enemy                                                                           |     |
| 1                                                                                   |     |
| No                                                                                  |     |



## CHARISMA ABILITIES

## SARCASTIC SNIGGER



### DESCRIPTION

Reduces a single enemy's tension by one level.

### NOTES

Lowest the tension of a single enemy by 1 level.

|                                                                                     |    |
|-------------------------------------------------------------------------------------|----|
|  | 13 |
| One enemy                                                                           |    |
| 3                                                                                   |    |
| No                                                                                  |    |



## ANGEL EYES



### DESCRIPTION

A powerful glance capable of paralysing a single enemy.

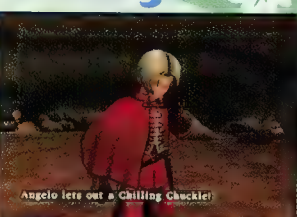
### NOTES

Deals base damage of 15-28 points and may paralyse the target for 5-8 turns.

|                                                                                       |    |
|---------------------------------------------------------------------------------------|----|
|  | 19 |
| One enemy                                                                             |    |
| 4                                                                                     |    |
| Yes                                                                                   |    |



## CHILLING CHUCKLE



### DESCRIPTION

Reduces the tension of an entire group of enemies by a degree.

### NOTES

Replaces Sarcastic Snigger. Lowers the tension of a group of enemies by 1 level each.

|                                                                                       |    |
|---------------------------------------------------------------------------------------|----|
|  | 52 |
| Enemy group                                                                           |    |
| 3                                                                                     |    |
| No                                                                                    |    |





## CHARMING LOOK



### DESCRIPTION

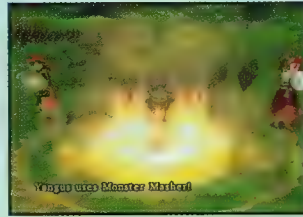
A glance so powerfully captivating that it burns all enemies in its path.

### NOTES

Replaces Angel Eyes. Deals base damage of 65-85 points to all enemies and has a higher chance of paralyzing them for 5-8 turns

|                                                                                   |    |
|-----------------------------------------------------------------------------------|----|
|  | 81 |
| All enemies                                                                       |    |
| 4                                                                                 |    |
| Yes                                                                               |    |

## MONSTER MASHER



### DESCRIPTION

A powerful smash that works wonders on monsters of the material family.

### NOTES

Deals slightly more damage than a normal attack, and deals 50% more damage than a normal attack against material-type monsters.

|                                                                                     |    |
|-------------------------------------------------------------------------------------|----|
|  | 32 |
| One enemy                                                                           |    |
| 3                                                                                   |    |
| Yes                                                                                 |    |

## CLUB ABILITIES

## HEART BREAKER

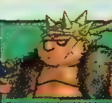


### DESCRIPTION

An attack that occasionally causes the target to miss a turn.

### NOTES

Deals the same damage as a normal attack, but may cause the target to lose its turn.

|                                                                                     |    |
|-------------------------------------------------------------------------------------|----|
|  | 19 |
| One enemy                                                                           |    |
| 2                                                                                   |    |
| Yes                                                                                 |    |

## MIND BREAKER

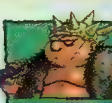


### DESCRIPTION

A superior club attack that dominates foes and renders them unable to attack.

### NOTES

Replaces Heart Breaker. Deals slightly more damage than a normal attack, and has a higher chance of causing the target to lose its turn.

|                                                                                       |    |
|---------------------------------------------------------------------------------------|----|
|  | 71 |
| One enemy                                                                             |    |
| 2                                                                                     |    |
| Yes                                                                                   |    |

## PENNY PINCHER



### DESCRIPTION

A special technique that steals gold coins from an enemy.

### NOTES

Deals the same damage as a normal attack and sometimes steals gold coins from the enemy. The amount is equal to 10% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.

|                                                                                     |    |
|-------------------------------------------------------------------------------------|----|
|  | 25 |
| One enemy                                                                           |    |
| 2                                                                                   |    |
| Yes                                                                                 |    |

## GOLD RUSH

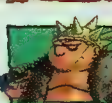


### DESCRIPTION

A powerful strike that steals an opponent's gold coins as it inflicts damage.

### NOTES

Replaces Penny Pincher. Deals slightly more damage than a normal attack, and may steal 20% of the gold coins that monster drops. If the attack kills the monster, you cannot steal gold coins.

|                                                                                       |    |
|---------------------------------------------------------------------------------------|----|
|  | 93 |
| One enemy                                                                             |    |
| 2                                                                                     |    |
| Yes                                                                                   |    |



## DEVIL CRUSHER

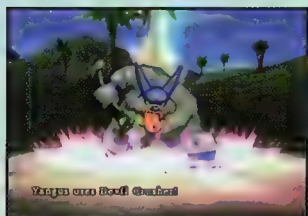


### DESCRIPTION

An esoteric club technique effective on demon and material family members.

### NOTES

Replaces Monster Masher. Deals slightly more damage than a normal attack, and deals double damage to demon or material-type monsters.



|           |
|-----------|
| 100       |
| One enemy |
| 5         |
| Yes       |

## FISTICUFFS ABILITIES

## STONES' THROW



### DESCRIPTION

Hurls rocks at a single group of enemies.

### NOTES

Deals base damage of 8-20 points to a group of enemies.



|             |
|-------------|
| 17          |
| 19          |
| Enemy group |
| 0           |
| Yes         |

## KNUCKLE SANDWICH



### DESCRIPTION

A powerfully focused and damaging bare-fisted strike.

### NOTES

Deals 50% more damage than a normal attack. This attack is not affected by tension and does not expend built-up tension.



|           |
|-----------|
| 24        |
| 12        |
| 35        |
| One enemy |
| 2         |
| No        |

## DEFENDING CHAMPION



### DESCRIPTION

A defensive ability that greatly reduces the damage inflicted by physical attacks.

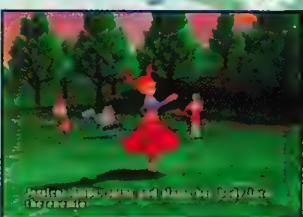
### NOTES

Throughout the turn, all physical damage dealt to character is reduced by 90%.



|           |
|-----------|
| 11        |
| 68        |
| Self only |
| 0         |
| No        |

## HARVEST MOON



### DESCRIPTION

Pummel all enemies with a chain of cartwheels and backflips

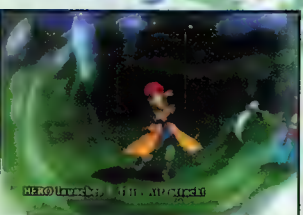
### NOTES

Deals 50% more damage than a normal attack against a single foe, but the damage is distributed equally against multiple foes.



|             |
|-------------|
| 45          |
| 42          |
| All enemies |
| 6           |
| Yes         |

## THIN AIR

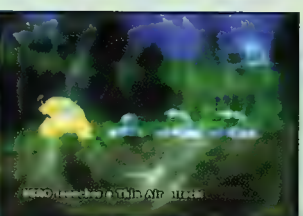


### DESCRIPTION

Generates a powerful vacuum-vortex that slices all enemies to ribbons.

### NOTES

Deals base damage of 39-48 points to all enemies, and depending on the user's level, may deal damage up to 108-132 points.

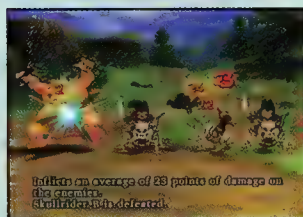


|             |
|-------------|
| 42          |
| 42          |
| 68          |
| All enemies |
| 2           |
| Yes         |

FISTICUFFS



## MULTIFISTS



### DESCRIPTION

A vicious four-hit strike on a random enemy.

### NOTES

Strikes against randomly chosen targets four times. Each hit deals 1/3 the damage of a normal attack

|                |    |
|----------------|----|
|                | 70 |
|                | 60 |
| Random enemies |    |
| 0              |    |
| Yes            |    |

## BOULDER TOSS



### DESCRIPTION

Showers all enemies with enormous boulders.

### NOTES

Deals base damage of 72-104 to all enemies.

|             |     |
|-------------|-----|
|             | 82  |
|             | 100 |
| All enemies |     |
| 4           |     |
| Yes         |     |

## MIRACLE MOON



### DESCRIPTION

A miraculous technique that pummels all enemies while regenerating your own HP.

### NOTES

Replaces Harvest Moon. Deals twice the damage of a normal attack against a single foe, but the damage is distributed equally against multiple foes. Restores a portion of damage dealt as HP.

|             |     |
|-------------|-----|
|             | 100 |
| All enemies |     |
| 6           |     |
| Yes         |     |

## HUMANITY ABILITIES

## WARCRY



### DESCRIPTION

A hideous battle cry that paralyses a group of enemies with fear.

### NOTES

Paralysis effect lasts only 1 turn.

|             |    |
|-------------|----|
|             | 22 |
| Enemy group |    |
| 0           |    |
| No          |    |

## UNDERPANTS DANCE



### DESCRIPTION

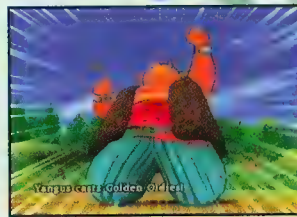
Paralyses all enemies with embarrassment.

### NOTES

Paralysis effect lasts only 1 turn, but has a higher rate of success and affects all enemies.

|             |    |
|-------------|----|
|             | 55 |
| All enemies |    |
| 0           |    |
| No          |    |

## GOLDEN OLDIES



### DESCRIPTION

A multi-hit battle royale from King Trode and friends.

### NOTES

Deals base damage of 41-50 points to four random enemy targets, and depending on the user's level, may deal up to 107-131 points of damage.

|                |     |
|----------------|-----|
|                | 100 |
| Random enemies |     |
| 15             |     |
| No             |     |



## KNIFE ABILITIES

### TOXIC DAGGER



#### DESCRIPTION

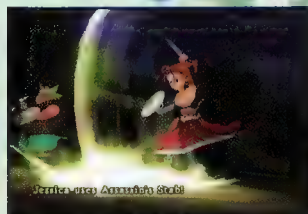
A knife-fighting technique that envenomates a single enemy.

#### NOTES

Deals half the damage of a normal attack, but may poison the target.

|           |   |
|-----------|---|
|           | 9 |
| One enemy |   |
| 3         |   |
| Yes       |   |

### ASSASSIN'S STAB



#### DESCRIPTION

A fearsome technique that fells an opponent instantly by attacking their vital parts.

#### NOTES

Deals the same damage as a normal attack, and has a small chance of killing the enemy instantly.

|           |    |
|-----------|----|
|           | 22 |
| One enemy |    |
| 8         |    |
| Yes       |    |

### TOXIC SWORD



#### DESCRIPTION

A sword-fighting technique which envenomates an enemy with each strike.

#### NOTES

Replaces Toxic Dagger. Does slightly more damage than a normal attack, and has a higher chance of poisoning the target.

|           |    |
|-----------|----|
|           | 66 |
| One enemy |    |
| 3         |    |
| Yes       |    |

### SUDDEN DEATH



#### DESCRIPTION

A fatal flash that strikes down an enemy like a bolt out of the blue.

#### NOTES

Replaces Assassin's Stab. Deals 50% more damage than a normal attack and has a higher chance of killing the enemy instantly.

|           |     |
|-----------|-----|
|           | 100 |
| One enemy |     |
| 8         |     |
| Yes       |     |

## SCYTHE ABILITIES

### STEAL SICKLE



#### DESCRIPTION

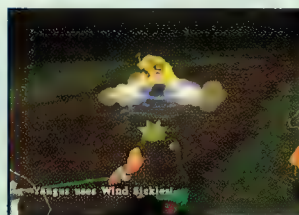
Occasionally enables you to steal items from those you slash.

#### NOTES

Deals the same damage as a normal attack, and sometimes steals an item from the enemy. The odds of success vary by enemy, but are typically very low. If the attack kills the monster, you cannot steal an item.

|           |    |
|-----------|----|
|           | 22 |
| One enemy |    |
| 0         |    |
| Yes       |    |

### WIND SICKLES



#### DESCRIPTION

Sends a whirlwind of sickles piroetting into the enemy.

#### NOTES

Deals base damage of 29-40 points to a single target, and depending on the user's level, may deal up to 122-166 points of damage.

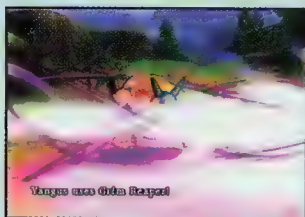
|           |    |
|-----------|----|
|           | 32 |
| One enemy |    |
| 0         |    |
| Yes       |    |

Assassin

LEVEL



## GRIM REAPER



### DESCRIPTION

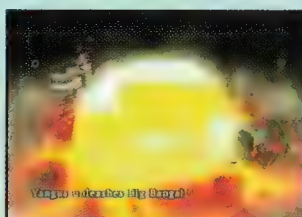
A swing of Death's scythe that can instantly kill one or more foes in a group.

### NOTES

Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group. Occasionally kills foes instantly.

|             |
|-------------|
| 50          |
| Enemy group |
| 3           |
| Yes         |

## BIG BANG



### DESCRIPTION

An enormous explosion that consumes everything in its path.

### NOTES

Deals base damage of 175-225 points to all enemies, and depending on the user's level, may deal up to 300-400 points of damage.

|             |
|-------------|
| 100         |
| All enemies |
| 30          |
| Yes         |

## STAINLESS STEEL SICKLE



### DESCRIPTION

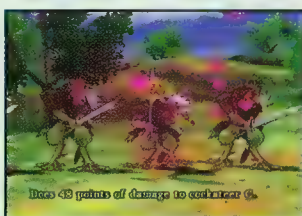
An improved version of the Steal Sickle attack technique.

### NOTES

Replaces Steal Sickle. Deals more damage than a regular attack and increases the odds of a successful theft (but the odds remain quite low). If the attack kills the monster, you cannot steal an item.

|           |
|-----------|
| 70        |
| One enemy |
| 0         |
| Yes       |

## BLOW KISS



### DESCRIPTION

A special kiss that can temporarily prevent enemies from attacking.

### NOTES

Deals damage based on Jessica's base attack score, and may paralyse its target for a single turn.

|           |
|-----------|
| 8         |
| One enemy |
| 0         |
| Yes       |

## GRIMMER REAPER



### DESCRIPTION

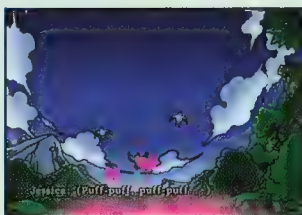
The aura of Death incarnate annihilates the living and obliterates the undead.

### NOTES

Replaces Grim Reaper. The attack now deals normal damage to the first target, and 50% more damage to zombie monsters.

|             |
|-------------|
| 90          |
| Enemy group |
| 3           |
| Yes         |

## PUFF-PUFF



### DESCRIPTION

Charms and excites an enemy into paralysed submission.

### NOTES

May paralyse a foe for a single turn. Deals no damage.

|           |
|-----------|
| 38        |
| One enemy |
| 0         |
| No        |



## HIP DROP



### DESCRIPTION

Pelvic punishment! Curvaceous hips equal big damage.

### NOTES

Deals 50% more damage than a normal attack.



|           |    |
|-----------|----|
|           | 48 |
| One enemy |    |
| 0         |    |
| Yes       |    |

## SEXY BEAM



### DESCRIPTION

Focus the power of passion into a beam that sows destruction and confusion.

### NOTES

Deals base damage of 65-75 points to a single target, and may cause confusion for 5-8 turns.



|           |    |
|-----------|----|
|           | 54 |
| One enemy |    |
| 3         |    |
| Yes       |    |

## PINK TYPHOON



### DESCRIPTION

A sudden typhoon that rips a group of enemies into ribbons.

### NOTES

Deals base damage of 76-84 points to a group of enemies.



|             |    |
|-------------|----|
|             | 88 |
| Enemy group |    |
| 5           |    |
| Yes         |    |

## HUSTLE DANCE

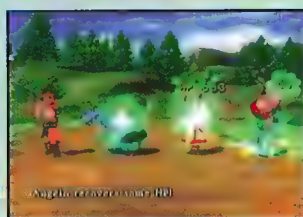


### DESCRIPTION

Restores at least 70 HP to all party members.

### NOTES

Restores 70-80 HP to each party member.



|            |     |
|------------|-----|
|            | 100 |
| All allies |     |
| 0          |     |
| Yes        |     |

## SPEAR ABILITIES

## MERCURIAL THRUST



### DESCRIPTION

A lightning-fast thrust.

### NOTES

This attack does slightly less damage than a normal attack, but strikes first in combat regardless of the user's agility.



|           |   |
|-----------|---|
|           | 7 |
| One enemy |   |
| 0         |   |
| Yes       |   |

## THUNDER THRUST

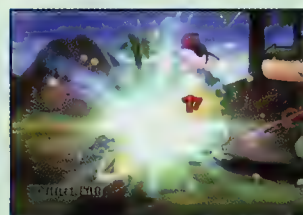


### DESCRIPTION

Difficult to perform, but has a high chance of doing critical damage.

### NOTES

This attack misses around 50% of the time, but usually scores a critical hit when successful. Very effective against metal enemies.



|           |    |
|-----------|----|
|           | 12 |
| One enemy |    |
| 3         |    |
| Yes       |    |



## MULTITHRUST



### DESCRIPTION

A flurry of repeated thrusts that can pierce multiple enemies.

### NOTES

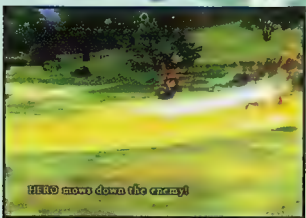
Strikes against randomly chosen targets three or four times. Each hit deals half the damage of a normal attack.



Inflicts an average of 80 points of damage on the enemy dumbbells. The magic dumbbells are defeated.

|                |
|----------------|
| 25             |
| Random enemies |
| 4              |
| Yes            |

## CLEAN SWEEP



### DESCRIPTION

Drives back a group of enemies with a sweep of the spear.

### NOTES

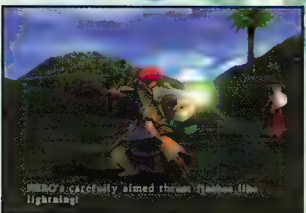
Hits all enemies in a group from left to right. The first hit is slightly weaker than a normal attack and the damage lessens as the attack moves through the group.



Hero moves down the enemy!

|             |
|-------------|
| 45          |
| Enemy group |
| 0           |
| Yes         |

## LIGHTNING THRUST



### DESCRIPTION

Lands a critical hit when it connects.

### NOTES

Replaces Thunder Thrust. This attack misses around 50% of the time, but always scores a critical hit when successful. Very effective against metal enemies.



Critical Hit!

|           |
|-----------|
| 59        |
| One enemy |
| 3         |
| No        |

## LIGHTNING STORM

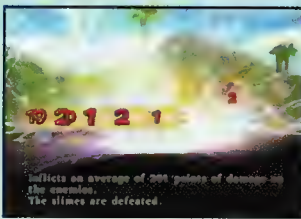


### DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

### NOTES

Deals base damage of 190-220 points to all enemies.



Inflicts an average of 200 points of damage on the enemies. The allies are defeated.

|             |
|-------------|
| 100         |
| All enemies |
| 25          |
| Yes         |

## STAFF ABILITIES

### CADUCEUS



### DESCRIPTION

A blessing from the heavens that restores a single party member's HP.

### NOTES

Restores 75-95 HP to one ally.



Angelo recovers some HP!

|          |
|----------|
| 57       |
| 48       |
| One ally |
| 0        |
| Yes      |

## SWORD ABILITIES

### DRAGON SLASH



### DESCRIPTION

An attack that causes heavy damage to dragons.

### NOTES

Deals damage equal to a normal attack, and an additional 50% damage to monsters from the dragon family.



Hero uses Dragon Slash!

|           |
|-----------|
| 9         |
| One enemy |
| 0         |
| Yes       |



## FLAME SLASH



### DESCRIPTION

Channels the power of a raging fire into the blade of your sword.

### NOTES

Deals fire-based damage that is 50% stronger than a normal attack.



|           |
|-----------|
| 15        |
| 9         |
| One enemy |
| 0         |
| Yes       |

## METAL SLASH



### DESCRIPTION

An attack that can damage enemies with metal bodies.

### NOTES

Deals normal damage to most enemies, but always deals one or two points of damage to metal enemies. (Normal attacks deal 0 or one point.)



|           |
|-----------|
| 30        |
| 22        |
| One enemy |
| 0         |
| Yes       |

## FALCON SLASH



### DESCRIPTION

A double slicing attack, faster than a falcon on the wing.

### NOTES

Attacks a single enemy twice. Each hit deals slightly less damage than a normal attack.



|           |
|-----------|
| 52        |
| 40        |
| One enemy |
| 0         |
| Yes       |

## MIRACLE SLASH



### DESCRIPTION

A secret sword technique that heals your own wounds each time you strike a foe.

### NOTES

Slightly more powerful than a regular attack, and restores HP to user equal to half the damage dealt.



|           |
|-----------|
| 82        |
| 66        |
| One enemy |
| 4         |
| Yes       |

## LIGHTNING STORM



### DESCRIPTION

Strikes down all enemies with mighty thunderbolts.

### NOTES

Deals base damage of 190-220 points to all enemies.



|             |
|-------------|
| 100         |
| All enemies |
| 25          |
| Yes         |

## GIGASLASH

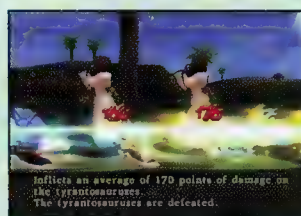


### DESCRIPTION

A legendary sword technique for cutting down a group of enemies.

### NOTES

Deals base damage of 158-190 points to a group of enemies, and depending on the user's level, may deal up to 207-239 points of damage. Can be learned from mastering either Sword or Courage skill sets.

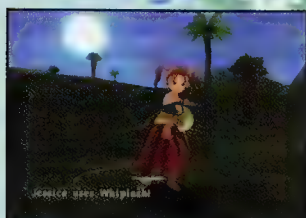


|             |
|-------------|
| 100         |
| Enemy group |
| 20          |
| Yes         |



# WHIP ABILITIES

## WHIPLASH



### DESCRIPTION

A paralysing crack of the whip.

### NOTES

Deals normal damage and occasionally paralyzes targets for 5 to 8 turns.



|             |
|-------------|
| 10          |
| Enemy group |
| 4           |
| Yes         |

## LASHINGS OF LOVE



### DESCRIPTION

Harness your inner passion to paralyze enemies.

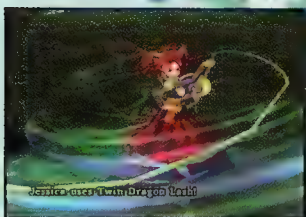
### NOTES

Replaces Whiplash. Deals 50% more damage than a normal attack, and paralyzes targets more frequently.



|             |
|-------------|
| 55          |
| Enemy group |
| 4           |
| Yes         |

## TWIN DRAGON LASH



### DESCRIPTION

A double-strike that lashes a random group of enemies.

### NOTES

Attacks twice, hitting two random enemies within the target group. Each hit deals more damage than a normal attack.



|                |
|----------------|
| 23             |
| Random enemies |
| 3              |
| Yes            |

## QUEEN'S THONG



### DESCRIPTION

A fearsome attack that steals the HP of a group of enemies.

### NOTES

Replaces Lady's Thong. Deals slightly more damage than a regular attack and user recovers 1/4 of the damage dealt to the first target in the group.



|             |
|-------------|
| 82          |
| Enemy group |
| 2           |
| Yes         |

## LADY'S THONG



### DESCRIPTION

A secret whip technique that steals HP as it damages an enemy.

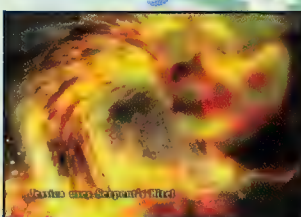
### NOTES

Deals normal damage. User recovers HP equal to 1/8 the damage dealt to the first target in the group.



|             |
|-------------|
| 32          |
| Enemy group |
| 2           |
| Yes         |

## SERPENT'S BITE



### DESCRIPTION

A technique that transforms your whip into a snake that attacks a group of enemies.

### NOTES

Deals 50% more damage than a normal attack. The amount of damage decreases as it goes down the line of enemies.



|             |
|-------------|
| 100         |
| Enemy group |
| 8           |
| Yes         |



## OTHER ABILITIES

## CALL TEAM

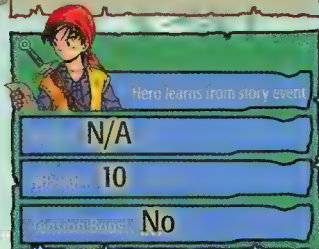


### DESCRIPTION

Call up your personal monster team.

## NOTES

Summons one of your Monster Arena teams to replace all allies for three turns (duration may vary based on the monsters in your team). Each team can only be summoned once per fight.



## GIGAGASH

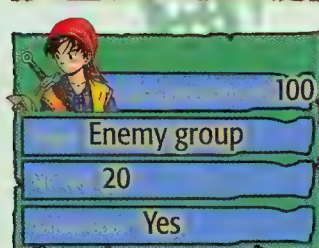


### DESCRIPTION

The ultimate sword technique. Utterly destroys a group of enemies.

## NOTES

Replaces Gigaslash after Hero masters both Courage and Sword skill sets. Deals base damage of 222-282 points to all enemies, and depending on the user's level, may deal up to 271-331 points of damage.





# ITEMS

This section contains a comprehensive list of every item that can't be equipped. Many are used as recovery items, a few can be used offensively in combat, while others have no use at all. This last group exists simply as ingredients for advanced alchemy recipes.

A list of all the game's important items is at the end of this section. These items cannot be bought or sold, but instead must be delivered to certain characters or used in specific ways to advance the game. Most disappear from your inventory when they've served their purpose, but a few like the world map and Godbird's soulstone are essential tools you will use frequently throughout the game.

## USABLE ITEMS

### MEDICINAL HERB

Buy: 8

Sell: 4

**Description:** Restores 30 or more HP to a single ally.

**Use:** Combat or field

**Function:** Restores 30-40 HP to one ally.

**Buy:** Most item shops

**Find:** Farebury (bag, 3x pot, barrel), Waterfall Cave (chest), Alexandria (pot), Tower of Alexandra (2x barrel), Port Prospect (barrel), Ferry (pot, barrel), Peregrin Quay (barrel, pot), Ascantha (pot)

**Obtain:** Slime, Candy cat, Lips, Dracky, She-slime, Mischievous mole, Skipper, Drackmage, Beetleboy, Healslime, Frogface, Spiked hare, Chainine, Brownie, Pan piper, Treeface, Headhunter, Cureslime, Muddy hand, Mad mole, Dragonthorn, Great sabrecat, Puppet player, Orc, Skullrider, Noto macho, Woc, Swingin' hipster, Dark slime, Hellhound, Dark star, Bloody hand, Great troll, See urchin, Merman, Poison evel, Merking, Tentacular

**Recipe to Make:** None

**Use in Recipes:**

Strong medicine = medicinal herb + medicinal herb  
Rose-root = medicinal herb + medicinal herb + medicinal herb  
Rose-root = strong medicine + medicinal herb  
Strong antidote = medicinal herb + antidotal herb  
Special antidote = medicinal herb + antidotal herb + antidotal herb  
Rose-wort = medicinal herb + medicinal herb + moonwort bulb  
Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb

### STRONG MEDICINE

Buy: N/A

Sell: 88

**Description:** Restores 50 or more HP to a single ally.

**Use:** Combat or field

**Function:** Restores 50-68 HP to one ally.

**Find:** Baccarat (barrel), Argonia (barrel)

**Obtain:** Treeface, Treewil, Hades Condor, Gargoyle, Stone golem, Mucho macho, Dark macarbour, King squid, Red horn

**Recipe to Make:**

Strong medicine = medicinal herb + medicinal herb

**Use in Recipes:**

Special medicine = strong medicine + strong medicine  
Rose-root = strong medicine + medicinal herb  
Amor seco essence = holy water + strong medicine  
Rose-wort = strong medicine + moonwort bulb

### SPECIAL MEDICINE

Buy: N/A

Sell: 170

**Description:** Restores 90 or more HP to a single ally.

**Use:** Combat or field

**Function:** Restores 90-120 HP to one ally.

**Find:** Marta's Cottage (pot), Empycchu (chest)

**Obtain:** Jabberwockee, Boss troll

**Recipe to Make:**

Special medicine = strong medicine + strong medicine

**Use in Recipes:**

Lesser panacea = special medicine + special medicine  
Greater panacea = special medicine + special medicine + special medicine

### ROSE-ROOT

Buy: N/A

Sell: 118

**Description:** Restores 70 or more HP to a single ally.

**Use:** Combat or field

**Function:** Restores 70-92 HP to one ally.

**Find:** Herb Grotto (pot)

**Recipe to Make:**

Rose-root = medicinal herb + medicinal herb + medicinal herb  
Rose-root = strong medicine + medicinal herb

**Use in Recipes:**

Greater panacea = lesser panacea + rose-root + rose-wort

### AMOR SECO ESSENCE

Buy: 120

Sell: 60

**Description:** Restores 60 or more HP to a single ally.

**Use:** Combat or field

**Function:** Restores 60-70 HP to one ally.

**Buy:** Pickham, Baccarat, Desert Chapel, Orkuts, Tryan Gully

**Find:** Pickham (pot), Baccarat (barrel), Arcadia (barrel), Orkuts (barrel)

**Obtain:** Slime, Firespirit, Healslime, Frogface, King cureslime, Phantom swordsman, Cyclops, Gigantes, See angel

**Recipe to Make:**

Amor seco essence = holy water + strong medicine

**Use in Recipes:**

Silver shield = mirror shield + amor seco essence + magic water  
Holy water = amor seco essence + rock salt  
Mild cheese = plain cheese + amor seco essence  
Cured cheese = fresh milk + premium mould + amor seco essence

### ANTIDOTAL HERB

Buy: 10

Sell: 5

**Description:** Cures a single ally of the effects of poison.

**Use:** Combat or field

**Function:** Cures effects of poison from one ally.

**Buy:** Most item shops

**Find:** Farebury (bag, cabinet, barrel), Tower of Alexandra (pot), Ferry (barrel), Peregrin Quay (barrel), Swordsman's Labyrinth (pot)

**Obtain:** Bubble slime, Funghoul, Scorpion, Walking corpse, Devilmoth, Bodkin fletcher, Toxic zombie, Ghoul, Killer moth, Kee, Death scorpion, Dark dullahan, Wild boarfish, Eveel, Pigmalion, Merking

**Recipe to Make:**

None

**Use in Recipes:**

Strong antidote = medicinal herb + antidotal herb  
Special antidote = medicinal herb + antidotal herb + antidotal herb  
Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb



## STRONG ANTIDOTE

Buy: N/A

Sell: 95



**Description:** Restores 30 or more HP to a single ally and cures the effects of poison.

**Use:** Combat or field

**Function:** Cures effects of poison and restores 30-40 HP to one ally.

**Find:** Argonia (barrel)

**Obtain:** Blue fang

### Recipe to Make:

Strong antidote = medicinal herb + antidotal herb

### Use in Recipes:

Special antidote = strong antidote + strong antidote

## SPECIAL ANTIDOTE

Buy: N/A

Sell: 275



**Description:** Restores 60 or more HP to a single ally and cures the effects of poison.

**Use:** Combat or field

**Function:** Cures effects of poison and restores 60-80 HP to one ally.

**Find:** Marta's Cottage (pot), Dark Empycchu (chest)

### Recipe to Make:

Special antidote = strong antidote + strong antidote

Special antidote = medicinal herb + antidotal herb + antidotal herb

### Use in Recipes:

None

## MOONWORT BULB

Buy: 30

Sell: 15



**Description:** Cures the entire party of the effects of paralysis.

**Use:** Combat only

**Function:** Cures effects of sleep or paralysis from all allies.

**Buy:** Ascantha, Savella Cathedral, Baccarat, Argonia, Arcadia, Peddler's Tent, Peddler in Neos (after certain events)

**Find:** Alexandria (barrel), Tower of Alexandra (barrel), Neos (pot)

**Obtain:** Lips, Bubble slime, Drackyma, Night sneaker, Hell hornet, Venom wasp, Jab, Soulspawn, Smacker, Dark skeleton, Solaris, Man o' war

### Recipe to Make:

None

### Use in Recipes:

Rose-wort = medicinal herb + medicinal herb + moonwort bulb

Rose-wort = strong medicine + moonwort bulb

Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb

Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb

## ROSE-WORT

Buy: N/A

Sell: 148



**Description:** Restores 60 or more HP to a single ally and cures the effects of paralysis.

**Use:** Combat or field

**Function:** Cures effects of paralysis and restores 60-80 HP to one ally.

**Find:** Herb Grotto (pot)

### Recipe to Make:

Rose-wort = medicinal herb + medicinal herb + moonwort bulb

Rose-wort = strong medicine + moonwort bulb

### Use in Recipes:

Greater panacea = lesser panacea + rose-root + rose-wort

## MOON'S MERCY

Buy: N/A

Sell: 308



**Description:** Restores 110 or more HP to a single ally and cures the effects of paralysis.

**Use:** Combat or field

**Function:** Cures effects of paralysis and restores 110-120 HP to one ally.

**Obtain:** Cureslime, Spitnik, Hell hopper

### Recipe to Make:

Moon's mercy = moonwort bulb + moonwort bulb + moonwort bulb

### Use in Recipes:

Moon axe = golden axe + moon's mercy

## LESSER PANACEA

Buy: N/A

Sell: 550



**Description:** Fully restores the HP of a single ally and cures the effects of poison and paralysis.

**Use:** Combat or field

**Function:** Cures effects of poison and paralysis and restores all HP to one ally.

**Find:** Kingdom of Trodain (chest), Isolated Plateau (chest), Arcadia (pot)

### Recipe to Make:

Lesser panacea = special medicine + special medicine

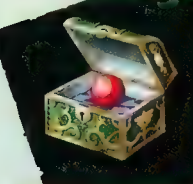
### Use in Recipes:

Greater panacea = lesser panacea + rose-root + rose-wort

## GREATER PANACEA

Buy: N/A

Sell: 880



**Description:** Fully restores the HP of a single ally and cures a variety of status abnormalities.

**Use:** Combat or field

**Function:** Cures effects of poison, paralysis, sleep and confusion and restores all HP to one ally.

**Obtain:** Alchemy only

### Recipe to Make:

Greater panacea = special medicine + special medicine + special medicine

Greater panacea = lesser panacea + rose-root + rose-wort

### Use in Recipes:

None

## YGGDRASIL LEAF

Buy: 1000

Sell: 500



**Description:** A mystical leaf that resurrects a single fallen ally.

**Use:** Combat or field

**Function:** Restores a fallen ally with full HP.

**Buy:** Argonia

**Find:** Egeus' Tablet (pot), E Argonia (chest), Blizzard Peaks (chest), Black Citadel (barrel)

**Obtain:** Treevil, Dark macarbour

### Recipe to Make:

None

### Use in Recipes:

Staff of resurrection = Yggdrasil leaf + rune staff + life bracer

Yggdrasil dew = Yggdrasil leaf + magic water

Premium mould = red mould + waterweed mould + Yggdrasil leaf

## YGGDRASIL DEW

Buy: N/A

Sell: 1250



**Description:** Fully restores the HP of the entire party.

**Use:** Combat or field

**Function:** Restores all allies to full HP.

**Find:** Trodain Castle (chest), Kingdom of Ascantha on Unnamed Isle (chest), Tryan Gully (pot), Unknown... (pot)

**Obtain:** King cureslime, Megalodon

### Recipe to Make:

Yggdrasil dew = Yggdrasil leaf + magic water

### Use in Recipes:

Elfin elixir = Yggdrasil dew + magic water

Sage's stone = gold nugget + orichalcum + Yggdrasil dew

Angel cheese = fresh milk + premium mould + Yggdrasil dew



## MAGIC WATER



Buy: 300  
Sell: 150

**Description:** Restores 30 or more MP to a single ally.

**Use:** Combat or field

**Function:** Restores 30-35 MP to one ally.

**Buy:** Tryan Gully, Unknown...

**Find:** Maella Region (chest), Pickham (cabinet), Baccarat (barrel), Argonia (cabinet), Arcadia (barrel, pot), Orkuts (pot), Pirate's Cove (barrel), Savella Area (chest), Holy Isle of Neos (chest)

**Obtain:** Winky, Lost soul, Peeper, Hocus chimaera, Phantom swordsman, Frostburn, Hellstalker

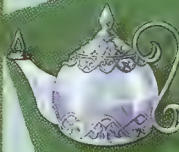
**Token Trade:** Pickham (100 Tokens)

**Recipe to Make:** Magic water = holy water + seed of magic

**Use in Recipes:**

Crimson robe = sage's robe + magic water + nook grass  
Silver shield = mirror shield + amor seco essence + magic water  
Yggdrasil dew = Yggdrasil leaf + magic water  
Elfin elixir = Yggdrasil dew + magic water  
Chunky cheese = plain cheese + magic water

## ELFIN ELIXIR



Buy: N/A  
Sell: 410

**Description:** Fully restores the MP of a single ally.

**Use:** Combat or field

**Function:** Restores one ally to full MP.

**Find:** Argonia (cabinet), Arcadia Region (chest), Herb Grotto (chest), Tryan Gully (barrel), Isolated Plateau (chest), Unknown... (chest)

**Obtain:** Souls spawn, Gigantes

**Recipe to Make:**

Elfin elixir = Yggdrasil dew + magic water

**Use in Recipes:**

None

## SEED OF STRENGTH



Buy: N/A  
Sell: 15

**Description:** Permanently increases the strength of a single ally.

**Use:** Combat or field

**Function:** Permanently raises strength of one ally by 1-2 points.

**Received:** Troll's Maze

**Find:** Alexandria Region (chest), Tower of Alexandra (pot), Maella Region (chest), Pickham (bag), Baccarat (cabinet), Princess Minnie's Castle (chest), Argonia (cabinet), Arcadia (cabinet), Empycchu (pot), E Argonia (chest)

**Obtain:** Mimic, Geyzer, Red horn

**Recipe to Make:**

None

**Use in Recipes:**

Strength ring = prayer ring + seed of strength

## SEED OF AGILITY



Buy: N/A  
Sell: 13

**Description:** Permanently increases the agility of a single ally.

**Use:** Combat or field

**Function:** Permanently raises agility of one ally by 1-2 points.

**Find:** Waterfall Hut (bag), Tower of Alexandra (chest), Ferry (pot), Kingdom of Ascantha (chest), Red's Den (chest), Baccarat Region (chest), W Argonia (chest), World of Darkness (chest)

**Obtain:** Metal slime, Liquid metal slime

**Recipe to Make:**

None

**Use in Recipes:**

Agility ring = prayer ring + seed of agility

## SEED OF DEFENCE



Buy: N/A  
Sell: 15

**Description:** Permanently increases the resilience of a single ally.

**Use:** Combat or field

**Function:** Permanently raises resilience of one ally by 1-2 points.

**Find:** Farebury (pot), Peregrin Quay (barrel), Kingdom of Ascantha (chest), Pickham Region (chest), Kingdom of Trodain (chest), Mole Hole (pot), Baccarat (pot), Baccarat Region (chest), Orkuts (barrel), Tryan Gully (barrel), Black Citadel (barrel), Savella Area (chest)

**Obtain:** Metal slime

**Recipe to Make:**

None

**Use in Recipes:**

Ruby of protection = prayer ring + seed of defence

## SEED OF WISDOM



Buy: N/A  
Sell: 10

**Description:** Permanently increases the wisdom of a single ally.

**Use:** Combat or field

**Function:** Permanently raises wisdom of one ally by 1-3 points.

**Received:** Farebury

**Find:** Port Prospect (pot), Maella Region (chest), Pickham (pot), Baccarat (pot), W Argonia (chest), Savella Cathedral (chest)

**Obtain:** Mimic king, Blue fang

**Recipe to Make:**

None

**Use in Recipes:**

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

## SEED OF SKILL



Buy: 2000+  
Sell: 50

**Description:** Permanently increases the skill points of a single ally.

**Use:** Field only

**Function:** One ally is given 5 skill points to distribute.

**Buy:** \*Arcadia (once only)

**Find:** Pickham Region (chest), Seer's Retreat (cabinet), Empycchu (pot), Neos (chest), Unknown... (chest)

**Obtain:** Solaris, Great troll, Crocodog

**Recipe to Make:**

None

**Use in Recipes:**

None

## SEED OF LIFE



Buy: N/A  
Sell: 18

**Description:** Permanently increases the maximum HP of a single ally.

**Use:** Combat or field

**Function:** Permanently raises max HP of one ally by 3-4 points.

**Received:** Troll's Maze

**Find:** Savella Area (bird), Farebury Region (chest), Alexandria Region (chest), Ferry (barrel), Kingdom of Ascantha (chest), Pickham (barrel), Princess Minnie's Castle (chest), Arcadia (pot), Herb Grotto (pot), Lord High Priest's Residence (barrel), Black Citadel (barrel), Cape West of Pickham (chest), Land of the Moles (chest)

**Obtain:** Mumboh-jumbeo

**Recipe to Make:**

None

**Use in Recipes:**

Recovery ring = prayer ring + seed of life

## SEED OF MAGIC



Buy: N/A  
Sell: 20

**Description:** Permanently increases the maximum MP of a single ally.

**Use:** Combat or field

**Function:** Permanently raises max MP of one ally by 3-4 points.

**Find:** Savella Area (bird), Alexandria (barrel), Peregrin Quay (cabinet), Maella Region (chest), Riverside Chapel (cabinet), Swordsman's Labyrinth (pot), Trodain Castle (chest), Neos (barrel), Argonia (after bazaar, barrel), Arcadia (chest), Pirate's Cove (pot), Dark Empycchu (pot), Kingdom of Trodain (chest)

**Obtain:** Democrobot

**Recipe to Make:**

None

**Use in Recipes:**

Magic water = holy water + seed of magic  
Prayer ring = gold ring + seed of magic



## HOLY WATER

Buy: 20  
Sell: 10



**Description:** Temporarily prevents weaker monsters from attacking the party.

**Use:** Combat or field

**Function:** In the field, has the effect of Holy Protection spell; in combat, it deals 10-15 damage to one enemy.

**Buy:** Most item shops

**Find:** Farebury (cabinet), Waterfall Hut (bag), Alexandria (pot), Port Prospect (cabinet), Maella Abbey (barrel), Pickham (cabinet), Neos (barrel)

**Obtain:** Firespirit, Winky, Lost soul, Peeper, Lump wizard

**Recipe to Make:** Holy water = amor seco essence + rock salt

**Use in Recipes:**

Saintess shield = white shield + mirror shield + holy water  
Holy talisman = tough guy tattoo + gold rosary + holy water  
Amor seco essence = holy water + strong medicine  
Magic water = holy water + seed of magic  
Mystifying mixture = holy water + wing of bat + cowpat

## CHIMAERA WING

Buy: 25  
Sell: 13



**Description:** Allows you to warp instantly to a selection of places you have previously visited.

**Use:** Field only

**Function:** Has effect of Zoom spell.

**Buy:** Most item shops

**Find:** Farebury (chest), Waterfall Cave (chest), Alexandria (cabinet), Port Prospect (barrel), Peregrin Quay (barrel), Neos (pot), Orkuts (pot), Empyachu (pot)

**Obtain:** Dracky, Mecha-mynah, Dancing devil, Drackmage, Imp, Diemon, Chimaera, Hawk man, Hocus chimaera, Puppet master, Gryphon, Dark condor, War gryphon

**Recipe to Make:** Chimaera wing = wing of bat + wing of bat

**Use in Recipes:**

Feathered cap = leather hat + chimaera wing

## BAUMREN'S BELL

Buy: N/A  
Sell: N/A



**Description:** Summons a great sabrecat when rung.

**Use:** Combat or field

**Function:** Summons a sabrecat to ride (on field) or drives sabrecats away (in combat). Does not disappear when used. Cannot be sold or dropped.

**Received:** Chateau Felix

**Recipe to Make:**

None

**Use in Recipes:**

None

## MYSTIFYING MIXTURE

Buy: N/A  
Sell: 280



**Description:** Confuses a single enemy when used as an item during battle.

**Use:** Combat only

**Function:** Confuses one enemy.

**Find:** Arcadia (pot)

**Recipe to Make:**

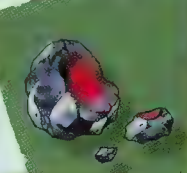
Mystifying mixture = medicinal herb + antidotal herb + moonwort bulb  
Mystifying mixture = holy water + wing of bat + cowpat

**Use in Recipes:**

Rusty old sword = liquid metal sword + mystifying mixture + cowpat

## ROCKBOMB SHARD

Buy: 450  
Sell: 225



**Description:** Explodes when thrown, damaging all enemies.

**Use:** Combat only

**Function:** Has effect of Bang spell. Deals 48-96 damage to all enemies.

**Buy:** Arcadia, Tryan Gully

**Find:** Orkuts (barrel)

**Obtain:** Minidemon, Rockbomb, Bomboulder, Stone golem, Archdemon

**Recipe to Make:**

None

**Use in Recipes:**

Magma staff = wizard's staff + rockbomb shard

## SAGE'S STONE

Buy: N/A  
Sell: 20000



**Description:** Restores 100 or more HP to the entire party when used as an item in battle.

**Use:** Combat only

**Function:** Has effect of Midheal when used as an item in combat. Does not disappear when used.

**Find:** Black Citadel (chest)

**Recipe to Make:**

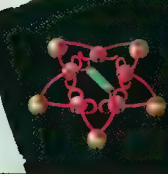
Sage's stone = gold nugget + orichalcum + Yggdrasil dew

**Use in Recipes:**

None

## TIMBREL OF TENSION

Buy: N/A  
Sell: N/A



**Description:** A musical instrument that raises the tension of the entire party.

**Use:** Combat only

**Function:** Raises tension of all allies by one level. Does not disappear when used. Cannot be sold or discarded.

**Obtain:** Alchemy only

**Recipe to Make:**

Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

**Use in Recipes:**

None

## PLAIN CHEESE

Buy: N/A  
Sell: 25



**Description:** One of Munchie's favourites. Normal, everyday cheese.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 6-10 fire-based damage to all enemies.

**Received:** Waterfall Hut

**Find:** Alexandria (pot), Argonia (barrel)

**Obtain:** Bodkin archer, Funghoul, Jaicat, Morphean mushroom, Flyguy, Mumboh-jumboe, Mum, Boh, Jum, Boe, Bulldozer, Man o' war

**Recipe to Make:**

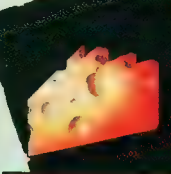
Plain cheese = scorching cheese + c-c-cold cheese  
Plain cheese = fresh milk + rennet powder

**Use in Recipes:**

Spicy cheese = plain cheese + red mould  
Cool cheese = plain cheese + waterweed mould  
Mild cheese = plain cheese + amor seco essence  
Hard cheese = plain cheese + rock salt  
Chunky cheese = plain cheese + magic water

## SPICY CHEESE

Buy: N/A  
Sell: 250



**Description:** One of Munchie's favourites. Hot and spicy cheese.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 30-40 fire-based damage to all enemies.

**Find:** Neos (bag)

**Obtain:** Dancing flame, War gryphon, Abyss diver

**Recipe to Make:**

Spicy cheese = plain cheese + red mould

**Use in Recipes:**

Super spicy cheese = spicy cheese + nook grass  
Super spicy cheese = spicy cheese + red mould + red mould



## SUPER SPICY CHEESE

Buy: N/A

Sell: 600



**Description:** One of Munchie's favourites. Really, really spicy cheese.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 65-85 fire-based damage to all enemies.

**Find:** Untrodden Groves (chest)

### Recipe to Make:

Super spicy cheese = spicy cheese + nook grass

Super spicy cheese = spicy cheese + red mould + red mould

### Use in Recipes:

Scorching cheese = super spicy cheese + premium mould + dragon dung

Highly-strung cheese = super spicy cheese + cold cheese + rock salt

## SCORCHING CHEESE

Buy: N/A

Sell: 1200



**Description:** One of Munchie's favourites. Spicy as hell.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 150-170 fire-based damage to all enemies.

**Obtain:** Alchemy only

### Recipe to Make:

Scorching cheese = super spicy cheese + premium mould + dragon dung

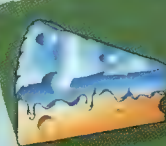
### Use in Recipes:

Plain cheese = scorching cheese + c-c-cold cheese

## COOL CHEESE

Buy: N/A

Sell: 88



**Description:** One of Munchie's favourites. Frosty cool cheese.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 13-16 ice-based damage to all enemies.

**Find:** Baccarat (barrel), Argonia (pot)

**Obtain:** Imp, Frogman, Demonrider

### Recipe to Make:

Cool cheese = plain cheese + waterweed mould

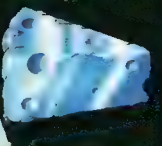
### Use in Recipes:

Chilly cheese = cool cheese + waterweed mould

## CHILLY CHEESE

Buy: N/A

Sell: 300



**Description:** One of Munchie's favourites. Chilly cheese that's as cold as ice.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 50-60 ice-based damage to all enemies.

**Find:** Orkutsk (cabinet)

**Obtain:** Dead ringer, Frostburn, Abominape

### Recipe to Make:

Chilly cheese = cool cheese + waterweed mould

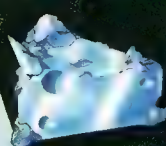
### Use in Recipes:

Cold cheese = chilly cheese + waterweed mould + waterweed mould

## COLD CHEESE

Buy: N/A

Sell: 550



**Description:** One of Munchie's favourites. Freezing cold cheese.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 120-140 ice-based damage to all enemies.

**Find:** Dark Emycchu (pot)

### Recipe to Make:

Cold cheese = chilly cheese + waterweed mould + waterweed mould

### Use in Recipes:

Blizzard blade = bastard sword + icicle dirk + cold cheese

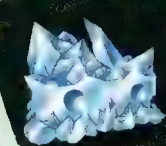
C-c-cold cheese = cold cheese + premium mould + dragon dung

Highly-strung cheese = super spicy cheese + cold cheese + rock salt

## C-C-COLD CHEESE

Buy: N/A

Sell: 1400



**Description:** One of Munchie's f-f-favourites. Teeth ch-ch-chattering ch-ch-cheese that's as c-c-cold as w-w-winter in Orkutsk!

**Use:** Combat only

**Function:** When fed to Munchie, Munchie deals 210-230 ice-based damage to all enemies.

**Obtain:** Alchemy only

### Recipe to Make:

C-c-cold cheese = cold cheese + premium mould + dragon dung

### Use in Recipes:

Plain cheese = scorching cheese + c-c-cold cheese

## MILD CHEESE

Buy: N/A

Sell: 400



**Description:** One of Munchie's favourites. Cheese with healing properties.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie restores 30-40 HP to all allies.

**Received:** Waterfall Hut

### Recipe to Make:

Mild cheese = plain cheese + amor seco essence

### Use in Recipes:

None

## CURED CHEESE

Buy: N/A

Sell: 800



**Description:** One of Munchie's favourites. Delicious cheese which makes the entire party feel better.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie restores 100-120 HP to all allies.

**Received:** Waterfall Hut

**Find:** Black Citadel (barrel)

### Recipe to Make:

Cured cheese = fresh milk + premium mould + amor seco essence

### Use in Recipes:

Power shield = magic shield + strength ring + cured cheese

## ANGEL CHEESE

Buy: N/A

Sell: 2100



**Description:** One of Munchie's favourites. Blessed by an angel.

**Use:** Combat only

**Function:** When fed to Munchie, Munchie casts Zing on a randomly chosen fallen ally.

**Find:** Unknown... (pot)

**Received:** Waterfall Hut

### Recipe to Make:

Angel cheese = fresh milk + premium mould + Yggdrasil dew

### Use in Recipes:

None



## HARD CHEESE

Buy: N/A  
Sell: 500

**Description:** One of Munchie's favourites. Hard, dried cheese.

**Use:** Combat only.

**Function:** When fed to Munchie, Munchie casts Kabuff to raise defence of all allies.

**Find:** Black Citadel (barrel)  
**Obtain:** Body politic

**Recipe to Make:**  
Hard cheese = plain cheese + rock salt

**Use in Recipes:**  
None

## SOFT CHEESE

Buy: N/A  
Sell: 600

**Description:** One of Munchie's favourites. Soft enough to melt in a mouse's mouth.

**Use:** Combat only.

**Function:** When fed to Munchie, Munchie casts Kasap to lower defence of all enemies in a group.

**Obtain:** Head of state

**Recipe to Make:**  
Soft cheese = fresh milk + rennet powder + rock salt

**Use in Recipes:**  
None

## CHUNKY CHEESE

Buy: N/A  
Sell: 500

**Description:** One of Munchie's favourites. Bestows protection against heat and cold.

**Use:** Combat only.

**Function:** When fed to Munchie, Munchie casts Insulate to protect all allies from fire- and ice-based attacks.

**Find:** Unknown... (bag)  
**Obtain:** Right wing

**Recipe to Make:**  
Chunky cheese = plain cheese + magic water

**Use in Recipes:**  
None

## HIGHLY-STRUNG CHEESE

Buy: N/A  
Sell: 550

**Description:** One of Munchie's favourites. A tension-raising cheese.

**Use:** Combat only.

**Function:** When fed to Munchie, raises tension of all allies by one level.

**Received:** Waterfall Hut  
**Find:** Unknown... (pot)  
**Obtain:** Left wing

**Recipe to Make:**  
Highly-strung cheese = super spicy cheese + cold cheese + rock salt

**Use in Recipes:**  
None

## INGREDIENTS AND OTHER ITEMS



## IRON NAIL

Buy: N/A  
Sell: 10

**Description:** A common iron nail.

**Use:** Alchemy pot.

**Function:** Recipe ingredient.

**Received:** Peregrin Quay  
**Find:** Ruined Abbey (cabinet)  
**Obtain:** Clockwork cuckoo, Cannibox, Iron scorpion, Mimic, Magic marionette, Robo-robin, Mimic king

**Recipe to Make:**  
None

**Use in Recipes:**  
Reinforced boomerang = boomerang + iron nail  
Pointy hat = leather hat + iron nail  
Thief's key = bronze knife + iron nail

## ORICALCUM

Buy: N/A  
Sell: 5000

**Description:** An incredibly hard precious metal ore.

**Use:** Alchemy pot.

**Function:** Recipe ingredient.

**Received:** Princess Minnie (83 medals)  
**Find:** Godbird's Eyrie (chest), Black Citadel (chest, barrel), Unknown... (chest)  
**Obtain:** Metal king slime, Pandora's box, Ruin

**Recipe to Make:** None

**Use in Recipes:**  
Megaton hammer = conquerer's axe + liber war hammer + orichalcum  
Liquid metal sword = rusty old sword + slime crown + orichalcum  
Metal king armour = liquid metal armour + slime crown + orichalcum  
Metal king shield = ruinous shield + orichalcum + saint's ashes  
Goddess ring = recovery ring + orichalcum  
Meteorite bracer = agility ring + agility ring + orichalcum  
Sage's stone = gold nugget + orichalcum + Yggdrasil dew

## GOLD NUGGET

Buy: N/A  
Sell: 5000

**Description:** A heavy chunk of solid gold.

**Use:** Alchemy pot.

**Function:** Recipe ingredient.

**Received:** Princess Minnie (52 medals)  
**Find:** Godbird's Eyrie (chest), Dark Godbird's Eyrie (chest)  
**Obtain:** Democrobot

**Recipe to Make:**  
None

**Use in Recipes:**  
Golden axe = iron axe + gold nugget  
Golden tiara = silver tiara + thinking cap + gold nugget  
Sage's stone = gold nugget + orichalcum + Yggdrasil dew

## COWPAT

Buy: N/A  
Sell: 3

**Description:** A fragrant pile of cow manure.

**Use:** Alchemy pot.

**Function:** Recipe ingredient.

**Find:** Pickham (pot), Swordsman's Labyrinth (pot), Arcadia (barrel), Dark Empyechu (pot)  
**Obtain:** Bullfinch, Flyguy, Buffalo wing, Bulldozer, Freeze fly, Beelzebuzz

**Recipe to Make:**  
None

**Use in Recipes:**  
Rusty old sword = liquid metal sword + mystifying mixture + cowpat  
Raging bull helm = mythril helm + fresh milk + cowpat  
Mystifying mixture = holy water + wing of bat + cowpat



## DRAGON DUNG

Buy: 100  
Sell: 50



**Description:** A smoking pile of dragon manure.

**Use:** Alchemy pot.

**Function:** Recipe ingredient.

**Buy:** Unknown...

**Find:** Arcadia (barrel), Dragon Graveyard (bag), Godbird's Eyrie (chest), Desert (chest)

**Obtain:** Hacksauros, Freeze fly, Beelzebuzz, Dragurn, Bobonga

**Recipe to Make:**

None

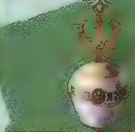
**Use in Recipes:**

Scorching cheese = super spicy cheese + premium mould + dragon dung

C-c-cold cheese = cold cheese + premium mould + dragon dung

## SAINT'S ASHES

Buy: 12000  
Sell: 6000



**Description:** Holy ashes that can be used to purify cursed objects.

**Use:** Alchemy pot.

**Function:** Recipe ingredient.

**Buy:** Unknown...

**Trade Token:** Baccarat (5000)

**Received:** Monster Arena Prize (Rank C)

**Find:** Dark Ruins (chest), Dark Godbird's Eyrie (chest), Black Citadel (barrel), Unknown... (bag)

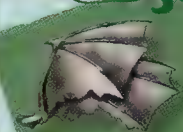
**Obtain:** Dark minister, Dark moth, Dark gryphon, Dark sabrecat, Silhouette, Wight king

**Recipe to Make:** None

**Use in Recipes:** Sandstorm spear = partisan + saint's ashes  
Über double-edge = double-edged sword + saint's ashes + saint's ashes  
Leather whip = devil's tail + saint's ashes  
Scourge whip = demon whip + saint's ashes  
Platinum mail = zombie mail + saint's ashes  
Metal king shield = ruinous shield + orichalcum + saint's ashes  
Goddess shield = Thanatos' shield + saint's ashes  
Mythril helm = Hades' helm + saint's ashes  
Sun crown = skull helm + saint's ashes  
Sorcerer's ring = skull ring + saint's ashes + saint's ashes

## WING OF BAT

Buy: N/A  
Sell: 16



**Description:** The large, black wing of a bat.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Find:** Orkutsik (pot)

**Obtain:** Drackyma, Fat bat, Minidemon, Hipster, Night emperor, Redtail hipster, Shade, Dark condor

**Recipe to Make:**

None

**Use in Recipes:**

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat  
Razor wing boomerang = edged boomerang + steel scythe + wing of bat

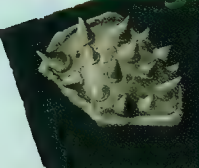
Dark robe = cloak of evasion + devil's tail + wing of bat

Chimaera wing = wing of bat + wing of bat

Mystifying mixture = holy water + wing of bat + cowpat

## MAGIC BEAST HIDE

Buy: N/A  
Sell: 70



**Description:** Sturdy hide obtained from an aggressive animal.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Find:** Trodain Castle (barrel)

**Obtain:** Bullfinch, Diemon, Fat bat, Headhunter, Great sabrecat, Jumping jackal, Silenus, Orc king, Hellhound, Frou-frou

**Recipe to Make:**

None

**Use in Recipes:**

Leather armour = wayfarer's clothes + magic beast hide

Leather kilt = boxer shorts + magic beast hide

Leather dress = dancer's costume + magic beast hide

Fur poncho = magic beast hide + magic beast hide

Leather shield = pot lid + magic beast hide

Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

## RENNET POWDER

Buy: 10  
Sell: 5



**Description:** A powder used to turn milk into cheese.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Buy:** Ascantha, Argonia (during/after bazaar)

**Find:** Ascantha (pot), Pickham (pot), Baccarat (barrel), Argonia (2x pot), Arcadia (2x barrel), Empycchu (pot)

**Obtain:** Giant moth, Jargon, Devilmoth, Pink pongo, Shade, Killer moth, Golem, Dark moth, Silhouette

**Recipe to Make:**

None

**Use in Recipes:**

Plain cheese = fresh milk + rennet powder

Soft cheese = fresh milk + rennet powder + rock salt

## ROCK SALT

Buy: N/A  
Sell: 6



**Description:** A chunk of rock salt.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Find:** Trodain Castle (pot), Argonia (barrel), Arcadia (2x barrel), Pirate's Cove (pot), Empycchu (pot), Dark Empycchu (pot), Black Citadel (barrel), Unknown... (pot)

**Obtain:** Mud mannequin, Rockbomb, Ber, Stone guardian

**Recipe to Make:**

None

**Use in Recipes:**

Holy water = amor seco essence + rock salt

Hard cheese = plain cheese + rock salt

Soft cheese = fresh milk + rennet powder + rock salt

Highly-strung cheese = super spicy cheese + cold cheese + rock salt

## FRESH MILK

Buy: 30  
Sell: 30



**Description:** Fresh cow's milk, straight from the udder!

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Buy:** Argonia (during/after bazaar)

**Find:** Field (cows), Pickham (barrel), Baccarat (pot), Arcadia (barrel), Empycchu (pot), Dark Empycchu (pot), Unknown... (2x pot)

**Obtain:** Jargon, Buffalo wing, Bobonga

**Recipe to Make:**

None

**Use in Recipes:**

White shield = light shield + fresh milk + fresh milk

Raging bull helm = mythril helm + fresh milk + cowpat

Plain cheese = fresh milk + rennet powder

Cured cheese = fresh milk + premium mould + amor seco essence

Angel cheese = fresh milk + premium mould + Yggdrasil dew

Soft cheese = fresh milk + rennet powder + rock salt

## RED MOULD

Buy: 30  
Sell: 15



**Description:** A chunk of mould with a fiery red colour.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Buy:** Princess Minnie's Castle, Argonia (during/after bazaar)

**Find:** Ascantha (barrel), Pickham (barrel), Swordsman's Labyrinth (pot), Empycchu (pot)

**Obtain:** Giant moth, Morphean mushroom, Kisser, Paprikan, Hipster, Wailin' weed, Lump shaman, Mushroom mage, Lesser demon, Magic dumbbell, Blood mummy, Buffalogre

**Recipe to Make:**

None

**Use in Recipes:**

Spicy cheese = plain cheese + red mould

Super spicy cheese = spicy cheese + red mould + red mould

Premium mould = red mould + waterweed mould + Yggdrasil leaf

## WATERWEED MOULD

Buy: 35  
Sell: 18



**Description:** A chunk of mould that's as cold as ice.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Buy:** Princess Minnie's Castle, Argonia (during/after bazaar)

**Find:** Ruined Abbey (barrel), Pickham (barrel), Trodain Castle (pot), Empycchu (pot)

**Obtain:** Kisser, Mushroom mage, Frogman, Smacker, Dark sea-diva, Killer croaker, Mohawker, Khalamari kid, King kelp, Pigmalion, Abyss diver

**Recipe to Make:**

None

**Use in Recipes:**

Cool cheese = plain cheese + waterweed mould

Chilly cheese = cool cheese + waterweed mould

Cold cheese = chilly cheese + waterweed mould + waterweed mould

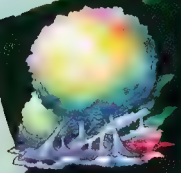
Premium mould = red mould + waterweed mould + Yggdrasil leaf



## PREMIUM MOULD

Buy: 500

Sell: 500



**Description:** A chunk of rare mould. Very difficult to obtain.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Buy:** Unknown...

**Find:** Dark Empycchu (pot), Tryan Gully (barrel), Black Citadel (pot), Unknown... (bag)

**Obtain:** Boss troll

**Recipe to Make:**

Premium mould = red mould + waterweed mould + Yggdrasil leaf

**Use in Recipes:**

Scorching cheese = super spicy cheese + premium mould + dragon dung

C-c-cold cheese = cold cheese + premium mould + dragon dung

Cured cheese = fresh milk + premium mould + amor seco essence

Angel cheese = fresh milk + premium mould + Yggdrasil dew

## NOOK GRASS

Buy: N/A

Sell: 600



**Description:** A very powerful herb that must be diluted with other ingredients before it is used.

**Use:** Alchemy pot.

**Function:** Recipe ingredient

**Received:** Orkutsy, Marta's Cottage

**Find:** Unknown... (bag)

**Obtain:** Hellspawn

**Recipe to Make:**

None

**Use in Recipes:**

Crimson robe = sage's robe + magic water + nook grass

Super spicy cheese = spicy cheese + nook grass

## MINI MEDAL

Buy: N/A

Sell: N/A



**Description:** A tiny medal. Gather enough and you can exchange them with Princess Minnie for prizes.

**Use:** Exchange with Princess Minnie for prizes.

**Function:** Bring these to Princess Minnie for rewards.

**Find:** See Side Quests part of this strategy guide for detailed locations.

**Recipe to Make:**

None

**Use in Recipes:**

None

## COPPER MONSTER COIN

Buy: N/A

Sell: 200



**Description:** A copper coin dropped by special monsters when defeated. Can be sold for money.

**Use:** Can be sold for money.

**Function:** Can be sold at any shop.

**Obtain:** Take from certain infamous monsters.

**Recipe to Make:**

None

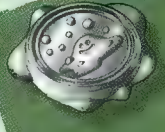
**Use in Recipes:**

None

## SILVER MONSTER COIN

Buy: N/A

Sell: 500



**Description:** A silver coin dropped by special monsters when defeated. Can be sold for money.

**Use:** Can be sold for money.

**Function:** Can be sold at any shop.

**Obtain:** Take from certain infamous monsters.

**Recipe to Make:**

None

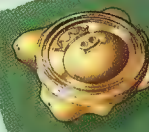
**Use in Recipes:**

None

## GOLD MONSTER COIN

Buy: N/A

Sell: 1000



**Description:** A gold coin dropped by special monsters when defeated. Can be sold for money.

**Use:** Can be sold for money.

**Function:** Can be sold at any shop.

**Obtain:** Take from certain infamous monsters.

**Recipe to Make:**

None

**Use in Recipes:**

None

## THIEF'S KEY

Buy: N/A

Sell: N/A



**Description:** Opens most treasure chests.

**Use:** On certain locked treasure chests

**Function:** Unlocks most locked treasure chests

**Obtain:** Alchemy only

**Recipe to Make:**

Thief's key = bronze knife + iron nail

**Use in Recipes:**

Bandit axe = battle-axe + thief's key

## MAGIC KEY

Buy: N/A

Sell: N/A



**Description:** Opens any treasure chest.

**Use:** Opens all treasure chests.

**Function:** Unlocks all locked treasure chests

**Find:** Trodain Castle (chest)

**Recipe to Make:**

None

**Use in Recipes:**

None

## ULTIMATE KEY

Buy: N/A

Sell: N/A



**Description:** Opens any treasure chest or door.

**Use:** Opens any treasure chest and door.

**Function:** Unlocks all locked doors and treasure chests

**Received:** Marta's Cottage

**Recipe to Make:**

None

**Use in Recipes:**

None

ITEMS

UNLOCKING  
AND OTHER  
ITEMS



## IMPORTANT ITEMS



## GODBIRD'S SOULSTONE



**Description:** A sacred gem that allows the party to fly freely through the skies.

**Function:** Use in field areas to fly.

**Received:** Dark Godbird's Eyrie

## CRYSTAL BALL



**Description:** The fortune-telling ball thrown into the waterfall by Kalderasha.

**Function:** Return this to Kalderasha's family.

**Received:** Waterfall Cave

## TOOL BAG

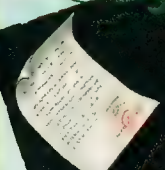


**Description:** A tool bag left behind by the man who lives atop the waterfall.

**Function:** Return this to its owner for a reward.

**Find:** Farebury Region (on field)

## JESSICA'S LETTER

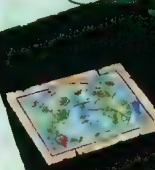


**Description:** Jessica's letter to her family and friends, as retrieved by Munchie.

**Function:** Reveals Jessica's plans.

**Find:** Alexandria (examine)

## WORLD MAP



**Description:** A highly-detailed map of the world.

**Function:** Can be viewed in field areas.

**Received:** Maella Abbey

## VENUS' TEAR



**Description:** A memento of Yangus's bittersweet youth.

**Function:** Demanded by Red in exchange for something important.

**Find:** Swordsman's Labyrinth (chest)

## MOONSHADOW HARP



**Description:** A powerful instrument capable of calling forth a mysterious phantom ocean.

**Function:** Bring this to someone capable of playing it.

**Received:** Mole's Hole

## SAND OF SERENITY



**Description:** A phial of mysterious powder received from Felix.

**Function:** Use this on a phantom sabrecat.

**Received:** Chateau Felix

## LIZARD HUMOUR



**Description:** Powdered lizard extract. Used to disguise the odour of human hunters.

**Function:** Use this before entering Royal Hunting Ground.

**Received:** Argonia

## ARGON HEART

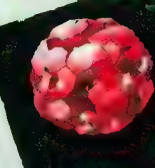


**Description:** A crimson-coloured gemstone obtained by defeating an Argon lizard.

**Function:** Proof of a prince's valor.

**Obtain:** Royal Hunting Ground

## GREAT BIG ARGON HEART

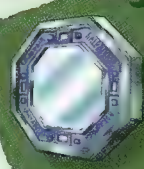


**Description:** A jumbo-sized Argon heart obtained through the party's hard work on the Royal Hunting Ground.

**Function:** Proof of a prince's valor.

**Obtain:** Royal Hunting Ground

## MAGIC MIRROR

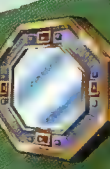


**Description:** A royal treasure of the Kingdom of Argonia.

**Function:** Must be restored through some process to the sun mirror.

**Find:** Argonia (examine)

## SUN MIRROR



**Description:** The magic mirror restored to its true form by the power of the sea dragon.

**Function:** Set this in the pedestal at the Dark Ruins.

**Obtain:** Receive by recharging the magic mirror.

## KRAN SPINELS



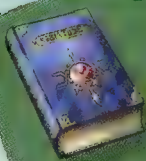
**Description:** A pair of precious jewels that were set into the eyes of the statue of Alexandra.

**Function:** Requested by Dominico in Arcadia.

**Find:** Tower of Alexandra (examine)



## "THE BIG BOOK OF BARRIERS"



**Description:** An encyclopaedia of the world's magical barriers.

**Function:** Requested by Dominico in Arcadia.

**Find:** Arcadia (bookshelf)

## MARTA'S BAG



**Description:** A pouch prepared by Marta for the medicine man, Marek.

**Function:** Marta asks you to take this to Marek.

**Received:** Marta's Cottage

## ILLUMINATED SEA CHART

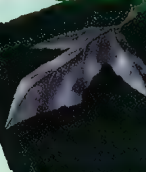


**Description:** An old sea chart that shows the secret path to the Godbird Island.

**Function:** Updates your world map with a secret path.

**Obtain:** Pirate's Cove

## DARKTREE LEAF



**Description:** Works like a compass, guiding the user to the source of evil.

**Function:** Guides user to a source of great evil.

**Received:** Iryan Gully

## ECHO FLUTE



**Description:** A mysterious flute that locates orbs using echoes.

**Function:** Plays a special tone when an orb is nearby.

**Received:** Emycchu

## GOLD ORB



**Description:** A gold orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## SILVER ORB



**Description:** A silver orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## RED ORB



**Description:** A red orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## BLUE ORB



**Description:** A blue orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## GREEN ORB

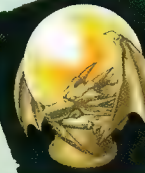


**Description:** A green orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## YELLOW ORB



**Description:** A yellow orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## PURPLE ORB



**Description:** A purple orb that contains the soul of one of the great sages.

**Function:** Unknown...

**Found:** Unknown...

## GODBIRD SCEPTRE



**Description:** A divine sceptre created to seal away the power of the Lord of Darkness.

**Function:** Has some significance in an important battle.

**Received:** Emycchu

## THIEF'S KEY RECIPE



**Description:** A suspicious-looking document that contains tips on how to make a thief's key.

**Function:** Updates your recipe list.

**Find:** Farebury (on ground)

## EROS' BOW RECIPE



**Description:** A strange document that contains tips on how to make Eros' bow.

**Function:** Updates your recipe list.

**Find:** Pickham (on ground)

ITEMS

IMPORTANT  
ITEMS



## IMP KNIFE RECIPE



**Description:** A strange document that contains tips on how to make an imp knife.

**Function:** Updates your recipe list.

**Find:** Trodain Castle (on ground)

## DRAGON-SLAYER RECIPE



**Description:** A document containing instructions on how to improve a dragonsbane sword.

**Function:** Updates your recipe list.

**Find:** Savella Cathedral (on ground)

## MORRIE'S MEMO #1



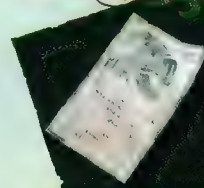
**Description:** A strange note containing information about a monster Morrie is seeking.

**Function:** Contains hint for quest.

**Received:** Monster Arena



## MORRIE'S MEMO #2

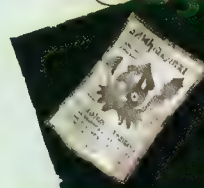


**Description:** A strange note containing information about a monster Morrie is seeking.

**Function:** Contains hint for quest.

**Received:** Monster Arena

## MORRIE'S MEMO #3



**Description:** A strange note containing information about a monster Morrie is seeking.

**Function:** Contains hint for quest.

**Received:** Monster Arena

## MONSTER ARENA KEY



**Description:** A key received from Morrie that allows you to enter the Monster Arena.

**Function:** Unlocks Monster Arena main entrance.

**Received:** Monster Arena



# ARMAMENTS



Each character can equip four armaments at once: armour, a shield, a helm, and an accessory. Basic armour provides most of the defensive boost, plus many types of armour have special properties that provide resistance to certain spells or improve the wearer's ability to dodge. Shields and helms provide a lesser defensive boost, although they too may have special defensive properties.

Accessories do all sorts of things. They may boost defence, but they're just as likely to boost attack, agility, or even wisdom stats. With many accessories, the stat boost pales in comparison to the special effect, which may restore HP or provide immunities to certain effects. Other accessories have little use as stat boosters, existing primarily as ingredients to create other items.

ITEMS

ARMOUR

## ARMOUR

### ☙ DANGEROUS BUSTIER



**Description:** You'll understand where the danger comes from when Jessica wears it. Rrrrow!

**Defence:** 1

**Equipped by:** Jessica

**Buy:** N/A

**Sell:** 2900

**Special:** Changes Jessica's appearance.

**Given:** From Princess Minnie (99 medals)

**Find:** Unknown... (chest)

**Recipe to Make:**

None

**Use in Recipes:**

Divine bustier = dangerous bustier + shimmering dress

### ☙ JESSICA'S OUTFIT



**Description:** Jessica's clothing from her time in Alexandria.

**Defence:** 3

**Equipped by:** Jessica

**Buy:** N/A

**Sell:** 60

**Special:** Changes Jessica's appearance.

**Find:** Alexandria (cabinet)

**Recipe to Make:**

None

**Use in Recipes:**

None

### ☙ PLAIN CLOTHES



**Description:** An unremarkable garment made of cotton.

**Defence:** 4

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Buy:** 30

**Sell:** 15

**Special:** None

**Given:** Hero's starting equipment

**Buy:** Farebury (item shop)

**Find:** Farebury (2x cabinet), Ascantha (cabinet)

**Obtain:** Satyr, Bag o'laughs

**Recipe to Make:**

None

**Use in Recipes:**

Wayfarer's clothes = plain clothes + plain clothes

### ☙ BANDIT'S GRASS SKIRT



**Description:** A rough grass kilt of the kind preferred by Yangus.

**Defence:** 5

**Equipped by:** Yangus

**Buy:** 35

**Sell:** 18

**Special:** None

**Given:** Yangus's starting equipment

**Buy:** Farebury

**Find:** Ruined Abbey (cabinet)

**Obtain:** Candy cat, Dancing flame, See urchin

**Recipe to Make:**

None

**Use in Recipes:**

Boxer shorts = bandit's grass skirt + bandanna  
Magical skirt = magical mace + bandit's grass skirt + magical hat  
Bandit mail = bandit's axe + bandit's grass skirt + heavy armour

### ☙ WAYFARER'S CLOTHES



**Description:** Sturdy hemp garments beloved by travellers across the world.

**Defence:** 7

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Buy:** 70

**Sell:** 35

**Special:** None

**Given:** Jessica's starting equipment

**Buy:** Farebury

**Find:** Alexandria (cabinet), Argonia (cabinet)

**Obtain:** Satyr, Fencing fox, Toxic zombie

**Recipe to Make:**

Wayfarer's clothes = plain clothes + plain clothes

**Use in Recipes:**

Leather armour = wayfarer's clothes + magic beast hide  
Templar's uniform = wayfarer's clothes + Templar's shield  
Chain mail = wayfarer's clothes + chain whip

### ☙ BOXER SHORTS



**Description:** Unfashionable underpants of the sort often worn by men in their twilight years.

**Defence:** 8

**Equipped by:** Yangus

**Buy:** N/A

**Sell:** 50

**Special:** None

**Find:** Farebury Region (chest), Pickham (bag)

**Obtain:** Dancing devil, Caped caperer

**Recipe to Make:**

Boxer shorts = bandit's grass skirt + bandanna

**Use in Recipes:**

Leather kilt = boxer shorts + magic beast hide  
Robe of serenity = boxer shorts + cloak of evasion



## SILK ROBE



Buy: 420

Sell: 210

**Description:** A high-quality garment woven from pure silk.

**Defence:** 10

**Equipped by:** Jessica, Angelo

**Special:** None

**Buy:** Peregrin Quay

**Find:** Riverside Cottage (cabinet)

**Obtain:** Puppeteer, Bodkin bowyer

**Recipe to Make:**

None

**Use in Recipes:**

None

## LEATHER ARMOUR



Buy: 180

Sell: 90

**Description:** Lightweight armour made of leather.

**Defence:** 11

**Equipped by:** Hero, Angelo

**Special:** None

**Buy:** Farebury

**Obtain:** Mum

**Recipe to Make:**

Leather armour = wayfarer's clothes + magic beast hide

**Use in Recipes:**

Scale armour = leather armour + dragon scale

## LEATHER KILT



Buy: 220

Sell: 110

**Description:** A sturdy kilt fashioned from animal hide.

**Defence:** 12

**Equipped by:** Yangus

**Special:** None

**Buy:** Alexandria, Port Prospect

**Find:** Peregrin Quay (pot)

**Obtain:** Pan piper

**Recipe to Make:**

Leather kilt = boxer shorts + magic beast hide  
Leather kilt = leather whip + bandana

**Use in Recipes:**

Titan belt = leather kilt + strength ring

## TEMPLAR'S UNIFORM



Buy: N/A

Sell: 275

**Description:** The official uniform of the Templar Knights, whose sworn duty is to protect the church.

**Defence:** 13

**Equipped by:** Angelo

**Special:** None

**Given:** Angelo's starting equipment

**Obtain:** Skeleton

**Recipe to Make:**

Templar's uniform = wayfarer's clothes + Templar's shield

**Use in Recipes:**

Templar's shield = Templar's uniform + iron shield

## LEATHER DRESS



Buy: 380

Sell: 190

**Description:** A sturdy suit of leather armour made for female adventurers.

**Defence:** 15

**Equipped by:** Jessica

**Special:** None

**Buy:** Ascantha

**Find:** Arcadia (cabinet)

**Recipe to Make:**

Leather dress = dancer's costume + magic beast hide

**Use in Recipes:**

None

## SCALE ARMOUR



Buy: 350

Sell: 175

**Description:** A suit of armour fashioned from numerous hard scales.

**Defence:** 17

**Equipped by:** Hero, Angelo

**Special:** None

**Buy:** Alexandria, Port Prospect, Peregrin Quay

**Obtain:** Heligator, Darkodile, Merman, Riptide

**Recipe to Make:**

Scale armour = leather armour + dragon scale

**Use in Recipes:**

None

## CHAIN MAIL



Buy: 500

Sell: 250

**Description:** A comfortable and lightweight suit of armour constructed from innumerable metal links.

**Defence:** 20

**Equipped by:** Yangus

**Special:** None

**Buy:** Peregrin Quay, Simpleton

**Find:** Kingdom of Ascantha (chest), Pickham (cabinet)

**Obtain:** Walking corpse

**Recipe to Make:**

Chain mail = wayfarer's clothes + chain whip

**Use in Recipes:**

Bronze armour = chain mail + bronze shield

## LEATHER CAPE



Buy: 1100

Sell: 550

**Description:** A sturdy cape made of leather.

**Defence:** 22

**Equipped by:** Angelo

**Special:** None

**Buy:** Pickham, West Trodain Church

**Find:** Argonia (cabinet)

**Obtain:** Hood, Phantom fencer, Tap devil, Volpone, Dark minister, Dark sea-diva, Dullahan

**Recipe to Make:** None

**Use in Recipes:**

None

## DANCER'S COSTUME



Buy: 1300

Sell: 650

**Description:** A provocative outfit for professional dancers.

**Defence:** 23

**Equipped by:** Jessica

**Special:** Changes Jessica's appearance.

**Buy:** Pickham, Baccarat

**Find:** Baccarat (cabinet)

**Obtain:** Puppet master, Squid kid

**Recipe to Make:**

None

**Use in Recipes:**

Leather dress = dancer's costume + magic beast hide  
Dancer's mail = dancer's costume + silver mail



## BRONZE ARMOUR

Buy: 840

Sell: 420



**Description:** A suit of armour fashioned from forged bronze plates.

**Defence:** 24

**Equipped by:** Hero

**Special:** None

**Buy:** Ascantha, Pickham

**Recipe to Make:**

Bronze armour = chain mail + bronze shield

**Use in Recipes:**

None

## IRON CUIRASS

Buy: 1000

Sell: 500



**Description:** Iron armour that only covers the wearer's chest.

**Defence:** 25

**Equipped by:** Yangus

**Special:** None

**Buy:** Ascantha

**Obtain:** Mars rover, Robo-robin, Killing machine, Buffalogre

**Recipe to Make:**

Iron cuirass = iron shield + iron shield

**Use in Recipes:**

Silver cuirass = iron cuirass + silver platter + silver platter

## FUR PONCHO

Buy: N/A

Sell: 1100



**Description:** A sturdy fur garment capable of reducing damage from fire- and ice-based attacks by 20 points.

**Defence:** 29

**Equipped by:** Yangus

**Special:** Damage from fire- and ice-based attacks is reduced by 20.

**Find:** Empycchu (cabinet)

**Recipe to Make:**

Fur poncho = magic beast hide + magic beast hide

**Use in Recipes:**

Fur hood = fur poncho + feathered cap

## CLOAK OF EVASION

Buy: 3000

Sell: 1500



**Description:** A magical cloak that makes it easier to dodge enemy attacks.

**Defence:** 29

**Equipped by:** Jessica, Angelo

**Special:** Increases ability to dodge enemy attacks.

**Buy:** Peddler's Tent, Arcadia, Peddler in Neos (after certain events)

**Find:** Argonia (chest), Arcadia (cabinet)

**Obtain:** Hellspawn

**Recipe to Make:**

None

**Use in Recipes:**

Robe of serenity = boxer shorts + cloak of evasion  
Dark robe = cloak of evasion + devil's tail + wing of bat

## IRON ARMOUR

Buy: 1800

Sell: 900



**Description:** Heavy and sturdy iron armour.

**Defence:** 32

**Equipped by:** Hero, Yangus

**Special:** None

**Buy:** Baccarat

**Find:** Uncharted Island west of Maelia Abbey (chest)

**Obtain:** Restless armour, Infernal armour, Ber

**Recipe to Make:**

None

**Use in Recipes:**

None

## ROBE OF SERENITY

Buy: N/A

Sell: 3600



**Description:** A robe that reduces damage suffered while the wearer is asleep.

**Defence:** 34

**Equipped by:** Jessica

**Special:** Reduces damage dealt to wearer by half when sleeping.

**Obtain:** Alcheny only.

**Recipe to Make:**

Robe of serenity = boxer shorts + cloak of evasion

**Use in Recipes:**

None

## TURTLE SHELL

Buy: 2300

Sell: 1100



**Description:** A large tortoise shell worn in place of armour by those who don't mind looking silly.

**Defence:** 37

**Equipped by:** Yangus

**Special:** None

**Buy:** Peddler's Tent, Peddler in Neos (after certain events)

**Obtain:** Boh, Crayzee

**Recipe to Make:**

None

**Use in Recipes:**

None

## BUNNY SUIT

Buy: N/A

Sell: 1775



**Description:** A charming and seductive outfit worn by professional bunny girls.

**Defence:** 38

**Equipped by:** Jessica

**Special:** Changes Jessica's appearance when worn with bunny ears and fishnet stockings.

**Given:** Monster Arena Prize (Rank F)

**Recipe to Make:**

Bunny suit = silk bustier + bunny tail

**Use in Recipes:**

None

## FULL-PLATE ARMOUR

Buy: 2300

Sell: 1150



**Description:** Armour made from forged steel plates that cover the wearer's entire body.

**Defence:** 39

**Equipped by:** Hero

**Special:** None

**Buy:** Savella Cathedral, Neos

**Recipe to Make:**

None

**Use in Recipes:**

Magic armour = full plate armour + prayer ring + ruby of protection

ITEMS

JAMAR



## MAGIC VESTMENT

Buy: 4400

Sell: 2200



**Description:** An enchanted garment that reduces damage from spells by 2/3.

**Defence:** 39

**Equipped by:** Jessica, Angelo

**Special:** Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 2/3.

**Buy:** Argonia, Savella Cathedral

**Find:** Arcadia (chest)

**Obtain:** Fallen priest, Wight priest

**Recipe to Make:**  
None

**Use in Recipes:**  
Sage's robe = magic vestment + scholar's cap

## ZOMBIE MAIL

Buy: N/A

Sell: 250



**Description:** Ill-fated armour surrounded by an air of danger.

**Defence:** 42

**Equipped by:** Angelo

**Special:** Curses wearer when equipped, deals damage to wearer when wearer walks in field and dungeon areas.

**Find:** Northwest Isle (chest)

**Obtain:** Dark dullahan

**Recipe to Make:**  
Zombie mail = zombiesbane + silver mail  
Zombie mail = platinum mail + devil's tail

**Use in Recipes:**  
Platinum mail = zombie mail + saint's ashes

## SILVER CUIRASS

Buy: 3200

Sell: 1600



**Description:** Silver armour that covers the wearer's chest.

**Defence:** 44

**Equipped by:** Yanguis

**Special:** None

**Buy:** Neos

**Recipe to Make:**  
Silver cuirass = iron cuirass + silver platter + silver platter

**Use in Recipes:**  
None

## SILK BUSTIER

Buy: 5500

Sell: 2750



**Description:** A high-quality bustier made of silk.

**Defence:** 44

**Equipped by:** Jessica

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Recipe to Make:**  
None

**Use in Recipes:**  
Bunny suit = silk bustier + bunny tail

## SPANGLED DRESS

Buy: N/A

Sell: 2350



**Description:** A chic dress worn by fashionable women-about-town.

**Defence:** 46

**Equipped by:** Jessica

**Special:** None

**Token Trade:** Baccarat (3000 tokens)

**Find:** Baccarat (cabinet)

**Obtain:** Swingin' hipster, Unholy bishop

**Recipe to Make:**  
None

**Use in Recipes:**  
Shimmering dress = spangled dress + gold bracer + ruby of protection

## POSH WAISTCOAT

Buy: N/A

Sell: 3250



**Description:** A stylish, high-quality vest that raises its wearer's defence.

**Defence:** 48

**Equipped by:** Angelo

**Special:** None

**Given:** From Princess Minnie (36 medals)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## SILVER MAIL

Buy: 4300

Sell: 3400



**Description:** Silver armour that reduces damage from enemy spells by 20 points.

**Defence:** 50

**Equipped by:** Hero, Angelo

**Special:** Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 20.

**Buy:** Argonia, Savella Cathedral

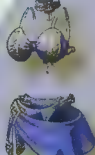
**Recipe to Make:**  
None

**Use in Recipes:**  
Dancer's mail = dancer's costume + silver mail  
Zombie mail = zombiesbane + silver mail  
Dragon mail = silver mail + dragon scale + dragon scale  
Mirror armour = silver mail + mirror shield + mirror shield

## MAGIC BIKINI

Buy: 13,800

Sell: 6900



**Description:** An enchanted bikini that reduces damage from enemy spells by 15 points.

**Defence:** 50

**Equipped by:** Jessica

**Special:** Changes Jessica's appearance when worn. Damage from Frizz, Sizz, and Bang-type spells is reduced by 15.

**Buy:** Arcadia

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## HEAVY ARMOUR

Buy: 5000

Sell: 2500



**Description:** Thick armour that reduces damage from fire- and ice-based spells by 15 points.

**Defence:** 52

**Equipped by:** Yanguis

**Special:** Damage from fire- and ice-based spells is reduced by 15.

**Buy:** Argonia (during/after bazaar)

**Obtain:** Lethal armour

**Recipe to Make:**  
None

**Use in Recipes:**  
Bandit mail = bandit axe + bandit's grass skirt + heavy armour



## SAGE'S ROBE



Buy: N/A  
Sell: 11,000

**Description:** A magical robe that reduces damage from spells by 25 points.

**Defence:** 55

**Equipped by:** Angelo

**Special:** Damage from Frizz, Sizz, Crack, and Bang-type spells is reduced by 25.

**Find:** Lord High Priest's Residence (cabinet)

### Recipe to Make:

Sage's robe = magic vestment + scholar's cap

### Use in Recipes:

Crimson robe = sage's robe + magic water + nook grass

## MAGICAL SKIRT



Buy: N/A  
Sell: 3350

**Description:** An enchanted skirt that reduces damage from enemy spells by 2/3.

**Defence:** 55

**Equipped by:** Jessica

**Special:** Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 2/3.

**Obtain:** Alchemy only

### Recipe to Make:

Magical skirt = magical mace + bandit's grass skirt + magical hat

### Use in Recipes:

Angel's robe = magical skirt + flowing dress

## MAGIC ARMOUR



Buy: 6100  
Sell: 3750

**Description:** Enchanted armour that reduces damage from enemy spells by 15 points.

**Defence:** 55

**Equipped by:** Hero, Angelo

**Special:** Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 15.

**Buy:** Argonia (during/after bazaar), Arcadia

**Obtain:** Body politic

### Recipe to Make:

Magic armour = full plate armour + prayer ring + ruby of protection

### Use in Recipes:

Spiked armour = edged boomerang + magic armour

## DANCER'S MAIL



Buy: N/A  
Sell: 8200

**Description:** Lightweight and easy to move in, this armour allows the wearer to dodge enemy attacks more easily.

**Defence:** 57

**Equipped by:** Angelo

**Special:** Increases ability to dodge enemy attacks.

**Obtain:** Alchemy only

### Recipe to Make:

Dancer's mail = dancer's costume + silver mail

### Use in Recipes:

None

## FLOWING DRESS



Buy: 14,800  
Sell: 7400

**Description:** A sacred dress that reduces damage from fire- and ice-based spells by 1/3.

**Defence:** 59

**Equipped by:** Jessica

**Special:** Damage from fire- and ice-based attacks is reduced by 1/3.

**Buy:** Tryan Gully

### Recipe to Make:

None

### Use in Recipes:

Angel's robe = magical skirt + flowing dress

## DRAGON MAIL



Buy: 12,000  
Sell: 6000

**Description:** Armour fashioned from dragon scales. Provides excellent protection from fire- and ice-based spells.

**Defence:** 60

**Equipped by:** Hero, Yangus

**Special:** Damage from fire- and ice-based attacks is reduced by 20.

**Buy:** Orkutsk

### Recipe to Make:

Dragon mail = silver mail + dragon scale + dragon scale

### Use in Recipes:

None

## VELVET CAPE



Buy: 9400  
Sell: 5300

**Description:** A durable cape made of velvet.

**Defence:** 60

**Equipped by:** Angelo

**Special:** None

**Buy:** Orkutsk

**Obtain:** Heavy hood, Unholy bishop

### Recipe to Make:

None

### Use in Recipes:

None

## SHIMMERING DRESS



Buy: N/A  
Sell: 8800

**Description:** A mysterious dress that occasionally reflects a spell cast on the wearer back at the caster.

**Defence:** 67

**Equipped by:** Jessica

**Special:** Sometimes reflects spells cast on wearer back to caster.

**Obtain:** Alchemy only

### Recipe to Make:

Shimmering dress = spangled dress + gold bracer + ruby of protection

### Use in Recipes:

Shamshir of light = rune staff + shimmering dress + light shield  
Princess's robe = shimmering dress + angel's robe + gold rosary  
Divine bustier = dangerous bustier + shimmering dress

## SPIKED ARMOUR



Buy: N/A  
Sell: 9500

**Description:** Mysterious armour that reflects damage back at the enemy who inflicted it.

**Defence:** 68

**Equipped by:** Hero, Yangus

**Special:** Sometimes reflects a percentage of damage dealt to wearer back to attacker.

**Obtain:** Alchemy only

### Recipe to Make:

Spiked armour = edged boomerang + magic armour

### Use in Recipes:

None



## PLATINUM MAIL

Buy: N/A

Sell: 4900



**Description:** Platinum armour that reduces damage from enemy spells by 15 points.

**Defence:** 72

**Equipped by:** Hero, Angelo

**Special:** Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 15.

**Obtain:** Hell's gatekeeper

### Recipe to Make:

Platinum mail = zombie mail + saint's ashes

### Use in Recipes:

Zombie mail = platinum mail + devil's tail

## ANGEL'S ROBE

Buy: N/A

Sell: 25,000



**Description:** A sacred robe that increases the wearer's resistance to sudden-death spells.

**Defence:** 73

**Equipped by:** Jessica, Angelo

**Special:** Strong against Whack-type spells.

**Obtain:** Alchemy only

### Recipe to Make:

Angel's robe = magical skirt + flowing dress

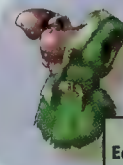
### Use in Recipes:

Princess's robe = shimmering dress + angel's robe + gold rosary

## BANDIT MAIL

Buy: 13,000

Sell: 7000



**Description:** Sturdy armour made from an exotic metal.

**Defence:** 80

**Equipped by:** Yangus

**Special:** None

**Buy:** Empycchu, Dark Empycchu

### Recipe to Make:

Bandit mail = bandit's axe + bandit's grass skirt + heavy armour

### Use in Recipes:

Gigant armour = bandit mail + mighty armet + mighty armet

## CRIMSON ROBE

Buy: N/A

Sell: 11,250



**Description:** A fiery red robe that reduces damage from ice-based attacks by 20 points.

**Defence:** 82

**Equipped by:** Jessica, Angelo

**Special:** Damage from ice-based attacks is reduced by 20.

**Obtain:** Alchemy only

### Recipe to Make:

Crimson robe = sage's robe + magic water + nook grass

### Use in Recipes:

None

## SACRED ARMOUR

Buy: N/A

Sell: 7750



**Description:** Magical armour that regenerates the wearer's HP during battle.

**Defence:** 84

**Equipped by:** Hero, Angelo

**Special:** At the end of each turn, the wearer recovers 30 HP.

**Given:** From Princess Minnie (75 medals)

### Recipe to Make:

None

### Use in Recipes:

None

## DARK ROBE

Buy: N/A

Sell: 10,500



**Description:** A jet-black robe that makes it easier to dodge enemy attacks.

**Defence:** 87

**Equipped by:** Yangus

**Special:** Increases ability to dodge enemy attacks.

**Find:** Black Citadel (cabinet)

**Obtain:** Invisible swordsman

### Recipe to Make:

Dark robe = cloak of evasion + devil's tail + wing of bat

### Use in Recipes:

Phantom mask = dark robe + iron headgear

## MIRROR ARMOUR

Buy: 21,000

Sell: 15,000



**Description:** Mysterious armour that occasionally reflects a spell cast on the wearer back at the caster.

**Defence:** 92

**Equipped by:** Hero, Angelo

**Special:** Sometimes reflects spells cast on wearer back to caster.

**Buy:** Tryan Gully

**Obtain:** Servant of darkness

### Recipe to Make:

Mirror armour = silver mail + mirror shield + mirror shield

### Use in Recipes:

None

## PRINCESS'S ROBE

Buy: N/A

Sell: 36,000



**Description:** A royal robe that reduces damage from spells by 30 points.

**Defence:** 94

**Equipped by:** Jessica

**Special:** Damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells is reduced by 30.

**Obtain:** Alchemy only

### Recipe to Make:

Princess's robe = shimmering dress + angel's robe + gold rosary

### Use in Recipes:

None

## GIGANT ARMOUR

Buy: 18,000

Sell: 9000



**Description:** Special armour that reduces damage from fire- and ice-based spells by 30 points.

**Defence:** 95

**Equipped by:** Yangus

**Special:** Damage from fire- and ice-based spells is reduced by 30.

**Buy:** Tryan Gully

### Recipe to Make:

Gigant armour = bandit mail + mighty armet + mighty armet

### Use in Recipes:

None



## LIQUID METAL ARMOUR



Buy: N/A  
Sell: 4750

**Description:** Metallic armour that reduces damage from curses by 2/3.

**Defence:** 101

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Damage from Curse-type spells is reduced by 2/3.

**Find:** Unknown... (chest)

**Token Trade:** Baccarat (50,000 tokens)

**Recipe to Make:**  
None

**Use in Recipes:**  
Metal king armour = liquid metal armour + slime crown + orichalcum

## DRAGON ROBE



Buy: N/A  
Sell: 7500

**Description:** The finest robe available. Reduces damage from fire- and ice-based spells by 40 points.

**Defence:** 103

**Equipped by:** Jessica, Angelo

**Special:** Damage from fire- and ice-based spells is reduced by 40.

**Given:** Monster Arena Prize (Rank S)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## DIVINE BUSTIER



Buy: N/A  
Sell: 37,000

**Description:** A mysterious bustier that allows the wearer to dodge enemy attacks more easily.

**Defence:** 105

**Equipped by:** Jessica

**Special:** Changes Jessica's appearance when worn. Increases ability to dodge enemy attacks.

**Obtain:** Alchemy only

**Recipe to Make:**  
Divine bustier = dangerous bustier + shimmering dress

**Use in Recipes:**  
None

## METAL KING ARMOUR



Buy: N/A  
Sell: 5000

**Description:** The ultimate suit of armour offering the strongest possible defence.

**Defence:** 120

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Damage from fire- and ice-based attacks is reduced by 30.

**Obtain:** Alchemy only

**Recipe to Make:**  
Metal king armour = liquid metal armour + slime crown + orichalcum

**Use in Recipes:**  
None

## SHIELDS

### POT LID



Buy: 40  
Sell: 20

**Description:** The lid to a large cooking pot, commandeered to act as a makeshift shield of sorts.

**Defence:** 2

**Equipped by:** Yangus, Jessica

**Special:** None

**Buy:** Peregrin Quay

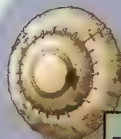
**Find:** Farebury (cabinet), Ferry (barrel)

**Obtain:** Mecha-mynah, Cannibox

**Recipe to Make:** None

**Use in Recipes:**  
Leather shield = pot lid + magic beast hide

### LEATHER SHIELD



Buy: 70  
Sell: 35

**Description:** A simple shield made of leather stretched over wood.

**Defence:** 4

**Equipped by:** Hero, Yangus, Angelo

**Special:** None

**Buy:** Farebury

**Find:** Farebury (chest)

**Obtain:** Crocodog

**Recipe to Make:** Leather shield = pot lid + magic beast hide

**Use in Recipes:**  
Scale shield = leather shield + dragon scale  
Bronze shield = leather shield + bronze knife

### SCALE SHIELD



Buy: 180  
Sell: 90

**Description:** A shield made from extremely hard scales.

**Defence:** 7

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Alexandria, Port Prospect, Peregrin Quay

**Find:** Tower of Alexandra (chest)

**Obtain:** Headhunter, Yabby, Wild boarfish

**Recipe to Make:** Scale shield = leather shield + dragon scale

**Use in Recipes:**  
Snakeskin whip = leather whip + scale shield



## SILVER PLATTER



**Description:** A silver serving platter large enough to serve as a makeshift shield.

**Defence:** 8

**Equipped by:** Jessica

**Special:** None

**Token Trade:** Pickham (500 tokens)

**Find:** Le Club Puff-Puff (cabinet)

**Recipe to Make:**

None

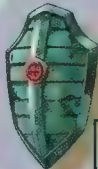
**Use in Recipes:**

Silver cuirass = iron cuirass + silver platter + silver platter  
White shield = silver platter + iron shield  
Silver tiara = silver platter + coral hairpin

**Buy:** N/A

**Sell:** 100

## BRONZE SHIELD



**Description:** A large shield of beaten bronze.

**Defence:** 10

**Equipped by:** Hero, Yangus

**Special:** None

**Buy:** Ascantha

**Find:** Ruined Abbey (chest)

**Obtain:** Dark skeleton

**Recipe to Make:**

Bronze shield = leather shield + bronze knife

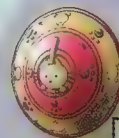
**Use in Recipes:**

Bronze armour = chain mail + bronze shield

**Buy:** 370

**Sell:** 185

## KITTY SHIELD



**Description:** A light and durable shield sporting a cute kitty-cat motif.

**Defence:** 12

**Equipped by:** Jessica, Angelo

**Special:** None

**Find:** Swordsman's Labyrinth (chest)

**Obtain:** Metal slime knight, Berserker

**Recipe to Make:**

None

**Use in Recipes:**

None

**Buy:** N/A

**Sell:** 550

## TEMPLAR'S SHIELD



**Description:** A shield used by Templar knights. Reduces the damage from certain fire- or ice-based attacks by 5 points.

**Defence:** 14

**Equipped by:** Angelo

**Special:** Damage from fire- and ice-based attacks is reduced by 5.

**Find:** Wisher's Peak (chest)

**Obtain:** Slime knight, Battle beetle

**Recipe to Make:**

Templar's shield = Templar's uniform + iron shield

**Use in Recipes:**

Templar's uniform = wayfarer's clothes + Templar's shield

**Buy:** N/A

**Sell:** 875

## IRON SHIELD



**Description:** A forged iron shield. Reduces the damage from certain fire- or ice-based attacks by 5 points.

**Defence:** 15

**Equipped by:** Hero, Yangus

**Special:** Damage from fire- and ice-based attacks is reduced by 5.

**Buy:** Pickham

**Find:** Pickham Region (chest)

**Obtain:** Restless armour, Woc, Bone baron, Mohawker, Octavian pirate

**Recipe to Make:** None

**Use in Recipes:**

Iron cuirass = iron shield + iron shield  
Templar's shield = Templar's uniform + iron shield  
White shield = silver platter + iron shield

**Buy:** 720

**Sell:** 360

## LIGHT SHIELD



**Description:** A light and easy-to-handle shield that can be used by anyone.

**Defence:** 17

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Baccarat, Argonia, Neos

**Find:** E Argonia (chest)

**Recipe to Make:**

None

**Use in Recipes:**

Shamshir of light = rune staff + light shield + shimmering dress  
White shield = light shield + fresh milk + fresh milk

**Buy:** 2250

**Sell:** 1125

## STEEL SHIELD



**Description:** A steel shield that reduces the damage from fire- and ice-based attacks by 7 points.

**Defence:** 22

**Equipped by:** Hero, Yangus

**Special:** Damage from fire- and ice-based attacks is reduced by 7.

**Buy:** Savella Cathedral, Neos

**Find:** W Argonia (chest)

**Obtain:** Dullahan

**Recipe to Make:**

None

**Use in Recipes:**

Magic shield = steel shield + prayer ring + ruby of protection  
Dragon shield = steel shield + dragon scale + dragon scale

**Buy:** 2500

**Sell:** 1250

## WHITE SHIELD



**Description:** A sacred shield that reduces the damage from fire-based attacks by 10 points.

**Defence:** 24

**Equipped by:** Jessica, Angelo

**Special:** Damage from fire-based attacks is reduced by 10.

**Obtain:** Alchemy only

**Recipe to Make:**

White shield = silver platter + iron shield  
White shield = light shield + fresh milk + fresh milk

**Use in Recipes:**

Saintess shield = white shield + mirror shield + holy water

**Buy:** N/A

**Sell:** 1800

## MAGIC SHIELD



**Description:** An enchanted shield that reduces the damage from spells by 15 points.

**Defence:** 27

**Equipped by:** Hero, Angelo

**Special:** Damage from Frizz, Sizz, and Bang-type spells is reduced by 15.

**Buy:** Argonia (during/after bazaar), Arcadia

**Recipe to Make:**

Magic shield = steel shield + prayer ring + ruby of protection

**Use in Recipes:**

Flame shield = flametang boomerang + magic shield  
Ice shield = icicle dirk + magic shield  
Power shield = magic shield + strength ring + cured cheese

**Buy:** 5000

**Sell:** 2500



## DRAGON SHIELD



Buy: 6900

Sell: 3450

**Description:** A shield fashioned from dragon scales. Boasts excellent resistance to fire- and ice-based attacks.

**Defence:** 30

**Equipped by:** Hero, Yangus

**Special:** Damage from fire- and ice-based attacks is reduced by 25.

**Buy:** Orkuts

**Find:** Dragon Graveyard (chest)

**Recipe to Make:**

Dragon shield = steel shield + dragon scale + dragon scale

**Use in Recipes:**

None

## ICE SHIELD



Buy: 8500

Sell: 4300

**Description:** A shield that increases the wielder's resistance to ice-based attacks when used as an item in battle.

**Defence:** 33

**Equipped by:** Hero, Angelo

**Special:** Damage from ice-based attacks is reduced by 5. When used in combat, all allies gain protection from ice-based spells and attacks.

**Buy:** Orkuts

**Recipe to Make:**

Ice shield = icicle dirk + magic shield

**Use in Recipes:**

None

## FLAME SHIELD



Buy: 7100

Sell: 3550

**Description:** A shield that increases the wielder's resistance to fire-based attacks when used as an item in battle.

**Defence:** 34

**Equipped by:** Yangus, Jessica

**Special:** Damage from fire-type attacks is reduced by 10. When used in combat, all allies gain protection from fire-based spells and attacks.

**Buy:** Empyccu, Dark Empyccu

**Recipe to Make:**

Flame shield = flametang boomerang + magic shield

**Use in Recipes:**

Flametang boomerang = swallowtail + flame shield

## BONE SHIELD



Buy: N/A

Sell: 8750

**Description:** This handy monster-bone shield can also be boiled to make a delicious soup stock.

**Defence:** 36

**Equipped by:** Yangus

**Special:** None

**Find:** Pirate's Cove (chest)

**Recipe to Make:**

None

**Use in Recipes:**

None

## POWER SHIELD



Buy: 18,000

Sell: 9000

**Description:** A shield that restores some of the user's HP when used as an item in battle.

**Defence:** 38

**Equipped by:** Hero, Yangus, Angelo

**Special:** Damage from fire- and ice-based attacks is reduced by 15. When used in combat, casts Midheal on wearer (recovers ~80 HP).

**Buy:** Tryan Gully

**Find:** Pickham (chest)

**Obtain:** Left wing

**Recipe to Make:**

Power shield = magic shield + strength ring + cured cheese

**Use in Recipes:**

Cheiron's bow = Eros' bow + power shield

## MIRROR SHIELD



Buy: 15,000

Sell: 7500

**Description:** A mysterious shield that occasionally reflects a spell cast on the wearer back at the caster.

**Defence:** 43

**Equipped by:** Hero, Angelo

**Special:** Sometimes reflects spells cast on wearer back to caster.

**Buy:** Tryan Gully

**Recipe to Make:**

None

**Use in Recipes:**

Mirror armour = silver mail + mirror shield + mirror shield

Saintess shield = white shield + mirror shield + holy water

Silver shield = mirror shield + amor seco essence + magic water

## OGRE SHIELD



Buy: N/A

Sell: 10,500

**Description:** A massive shield that reduces the damage from fire- and ice-based attacks by 10 points.

**Defence:** 45

**Equipped by:** Hero, Yangus

**Special:** Damage from fire- and ice-based attacks is reduced by 10.

**Find:** Desert (chest)

**Recipe to Make:**

None

**Use in Recipes:**

None

## SAINTESS SHIELD



Buy: N/A

Sell: 28,000

**Description:** A holy shield that reduces the damage from fire- and ice-based attacks by 2/3.

**Defence:** 46

**Equipped by:** Jessica

**Special:** Damage from fire- and ice-based attacks is reduced by 2/3.

**Obtain:** Alchemy only

**Recipe to Make:**

Saintess shield = white shield + mirror shield + holy water

**Use in Recipes:**

None

## SILVER SHIELD



Buy: N/A

Sell: 16,000

**Description:** Forged from myhril, a rare form of silver, this shield reduces the damage from fire-based attacks by 20 points.

**Defence:** 48

**Equipped by:** Hero, Yangus, Angelo

**Special:** Damage from fire-based attacks is reduced by 20.

**Find:** Black Citadel (chest)

**Recipe to Make:**

Silver shield = mirror shield + amor seco essence + magic water

**Use in Recipes:**

None

ITEMS

WEAPON



## BIG BOSS SHIELD

Buy: N/A  
Sell: 12,000



**Description:** Lowers the enemy's defence when used as an item during battle.

**Defence:** 50

**Equipped by:** Yangus

**Special:** When used in combat casts the Kasap spell (lowers defence of enemies).

**Given:** From Dodgy Dave at Pickham Black Market (after certain accomplishments)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## RUINOUS SHIELD

Buy: N/A  
Sell: 2900



**Description:** An unlucky shield surrounded by an air of danger.

**Defence:** 50

**Equipped by:** Hero, Yangus, Angelo

**Special:** Curses wearer when equipped, damage from Frizz, Sizz, Crack, Bang, and Woosh-type spells and fire- and ice-based attacks is increased by 50.

**Find:** Northwest Isle (chest)

**Obtain:** Hell's gatekeeper

**Recipe to Make:**  
Ruinous shield = metal king shield + devil's tail

**Use in Recipes:**  
Metal king shield = ruinous shield + orichalcum + saint's ashes

## THANATOS' SHIELD

Buy: N/A  
Sell: 3650



**Description:** An ill-fated shield surrounded by an air of danger.

**Defence:** 55

**Equipped by:** Hero, Yangus, Angelo

**Special:** Curses wearer when equipped, wearer cannot act in first turn of combat.

**Find:** Unknown... (chest)

**Recipe to Make:**  
Thanatos' shield = goddess shield + devil's tail

**Use in Recipes:**  
Goddess shield = Thanatos' shield + saint's ashes

## GODDESS SHIELD

Buy: N/A  
Sell: 47,500



**Description:** A holy shield that reduces damage from fire- and ice-based spells by up to half.

**Defence:** 55

**Equipped by:** Jessica, Angelo

**Special:** Damage from fire- and ice-based spells is reduced by up to half.

**Obtain:** Alchemy only

**Recipe to Make:**  
Goddess shield = Thanatos' shield + saint's ashes

**Use in Recipes:**  
Thanatos' shield = goddess shield + devil's tail

## METAL KING SHIELD

Buy: N/A  
Sell: 5000



**Description:** The ultimate shield. Reduces damage from fire- and ice-based spells by 30 points.

**Defence:** 65

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Damage from fire- and ice-based spells is reduced by 30.

**Obtain:** Alchemy only

**Recipe to Make:**  
Metal king shield = ruinous shield + orichalcum + saint's ashes

**Use in Recipes:**  
Ruinous shield = metal king shield + devil's tail

## HELMETS

### BANDANA

Buy: 45  
Sell: 23



**Description:** A normal cloth bandana. A favourite of Hero's.

**Defence:** 1

**Equipped by:** Hero

**Special:** None

**Given:** Hero's starting equipment

**Buy:** Peregrin Quay

**Obtain:** Bodkin archer, Jailcat, Mummy boy, Skullrider, Blood mummy, Killer croaker

**Recipe to Make:** None

**Use in Recipes:** Boxer shorts = bandit's grass skirt + bandana  
Leather kilt = leather whip + bandana  
Turban = bandana + bandana  
Mercury's bandana = bandana + agility ring

### LEATHER HAT

Buy: 65  
Sell: 33



**Description:** A popular hat made of leather.

**Defence:** 3

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Given:** Yangus's starting equipment

**Buy:** Farebury

**Find:** Waterfall Cave (chest)

**Obtain:** Unicorn, Beetleboy, High roller, Dark sabrecat

**Recipe to Make:** None

**Use in Recipes:**  
Pointy hat = leather hat + iron nail  
Feathered cap = leather hat + chimaera wing

### HAIRBAND

Buy: 150  
Sell: 75



**Description:** A cute and functional hairband for ladies.

**Defence:** 5

**Equipped by:** Jessica

**Special:** None

**Given:** Jessica's starting equipment

**Buy:** Peregrin Quay

**Find:** Red's Den (cabinet), Argonia (cabinet)

**Obtain:** Dingaling, Bag o' laughs, Chimaera, Garuda, Heligator, Darkodile

**Recipe to Make:** None

**Use in Recipes:**  
Bunny ears = hairband + bunny tail



## POINTY HAT

Buy: 70

Sell: 35



**Description:** A small hat with a pointed top.

**Defence:** 7

**Equipped by:** Yangus

**Special:** None

**Buy:** Peregrin Quay

**Obtain:** Squid kid

**Recipe to Make:**

Pointy hat = leather hat + iron nail

**Use in Recipes:**

Stone hardhat = stone axe + pointy hat

## TURBAN

Buy: 410

Sell: 205



**Description:** A protective head-dress made from a long strip of cloth that is wrapped around the head.

**Defence:** 8

**Equipped by:** Hero, Yangus

**Special:** None

**Buy:** Simpleton, Ascantha

**Find:** Argonia (cabinet)

**Obtain:** Mummy boy, Mummy, Terror tabby

**Recipe to Make:**

Turban = bandana + bandana

**Use in Recipes:**

None

## FEATHERED CAP

Buy: N/A

Sell: 200



**Description:** A stylish hat that's as light as a feather.

**Defence:** 9

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Find:** Maella Region (chest), Argonia (barrel)

**Obtain:** Night fox

**Recipe to Make:**

Feathered cap = leather hat + chimaera wing

**Use in Recipes:**

Fur hood = fur poncho + feathered cap

Hermes' hat = feathered cap + Mercury's bandana

Happy hat = feathered cap + elevating shoes

## BUNNY EARS

Buy: N/A

Sell: 450



**Description:** A delightful hairband sporting a pair of perky bunny ears.

**Defence:** 14

**Equipped by:** Jessica

**Special:** Changes Jessica's appearance when worn with bunny suit and fishnet stockings.

**Obtain:** Alchemy only

**Recipe to Make:**

Bunny ears = hairband + bunny tail

**Use in Recipes:**

None

## STONE HARDHAT

Buy: N/A

Sell: 435



**Description:** An unfashionable, helmet-like hat carved from stone.

**Defence:** 15

**Equipped by:** Yangus

**Special:** None

**Find:** Mole Hole (chest)

**Obtain:** Mad mole, Cockateer, Bomboulder, Living statue

**Recipe to Make:**

Stone hardhat = stone axe + pointy hat

**Use in Recipes:**

Stone axe = cypress stick + stone hardhat

Bronze helmet = bronze knife + bronze knife + stone hardhat

## IRON HELMET

Buy: 1100

Sell: 550



**Description:** An entirely undistinguished helmet made of iron.

**Defence:** 16

**Equipped by:** Hero, Angelo

**Special:** None

**Buy:** Pickham

**Find:** E Argonia (chest)

**Obtain:** Battle beetle, Jab, Iron rhino, Claws, Octavian sentry

**Recipe to Make:**

None

**Use in Recipes:**

Sledgehammer = giant mallet + iron helmet + iron helmet

## FUR HOOD

Buy: 1400

Sell: 700



**Description:** A warm hood made of thick fur.

**Defence:** 18

**Equipped by:** Hero, Yangus

**Special:** None

**Buy:** West Trodam Church

**Obtain:** Silenus

**Recipe to Make:**

Fur Hood = fur poncho + feathered cap

**Use in Recipes:**

None

## HERMES' HAT

Buy: N/A

Sell: 1400



**Description:** A hat imbued with the power of the Zoom spell.

**Defence:** 20

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** When used on the field, casts Zoom spell

**Obtain:** Alchemy only

**Recipe to Make:**

Hermes' hat = feathered cap + Mercury's bandana

**Use in Recipes:**

None

## CORAL HAIRPIN

Buy: 950

Sell: 475



**Description:** An accessory carved from a beautiful piece of coral.

**Defence:** 20

**Equipped by:** Jessica

**Special:** None

**Buy:** Baccarat

**Obtain:** Wailin' weed, King kelp, Siren

**Recipe to Make:**

None

**Use in Recipes:**

Silver tara = silver platter + coral hairpin

ITEMS

HELMETS



## SLIME CROWN

Buy: N/A

Sell: 6000



**Description:** The crown worn by a king slime.

**Defence:** 20

**Equipped by:** Yangus

**Special:** None

**Find:** Hilltop Hut (on the ground), Tryan Gully (barrel)

**Obtain:** King slime, Metal king slime.

**Recipe to Make:**

None

**Use in Recipes:**

Liquid metal sword = rusty old sword + slime crown + orichalcum  
King axe = golden axe + slime crown  
Metal king armour = liquid metal armour + slime crown + orichalcum

## BRONZE HELMET

Buy: N/A

Sell: 825



**Description:** A helmet made from several bronze sheets hammered together.

**Defence:** 20

**Equipped by:** Hero, Angelo

**Special:** None

**Obtain:** Alchemy only

**Recipe to Make:**

Bronze helmet = bronze knife + bronze knife + stone hardhat

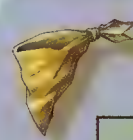
**Use in Recipes:**

None

## MERCURY'S BANDANA

Buy: N/A

Sell: 2000



**Description:** A magical bandana that increases the wearer's agility.

**Defence:** 23

**Equipped by:** Hero

**Special:** Agility +15 while equipped.

**Obtain:** Seasaur

**Recipe to Make:**

Mercury's bandana = bandana + agility ring

**Use in Recipes:**

Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana  
Hermes' hat = feathered cap + Mercury's bandana

## SILVER TIARA

Buy: 1450

Sell: 725



**Description:** A beautifully handcrafted piece of decorative headwear.

**Defence:** 24

**Equipped by:** Jessica

**Special:** None

**Buy:** Argonia

**Find:** Arcadia Region (chest)

**Recipe to Make:**

Silver tiara = silver platter + coral hairpin

**Use in Recipes:**

Golden tiara = silver tiara + thinking cap + gold nugget

## IRON MASK

Buy: 3500

Sell: 1750



**Description:** An iron mask that fully covers the wearer's face for improved defence.

**Defence:** 25

**Equipped by:** Hero, Yangus

**Special:** None

**Buy:** Argonia (during/after bazaar), Arcadia, Savella Cathedral, Neos

**Find:** Pickham Region (chest)

**Obtain:** Shadow

**Recipe to Make:**

None

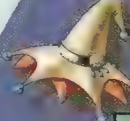
**Use in Recipes:**

None

## MAGICAL HAT

Buy: 2700

Sell: 2000



**Description:** Intriguingly, and in spite of its name, this hat boasts absolutely no special magical properties at all

**Defence:** 25

**Equipped by:** Jessica

**Special:** None

**Buy:** Argonia (during/after bazaar), Arcadia

**Find:** Argonia (chest)

**Obtain:** Dark slime, Mucho macho, Grim rider

**Recipe to Make:**

None

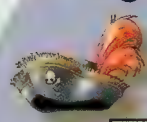
**Use in Recipes:**

Magical skirt = magical mace + bandit's grass skirt + magical hat  
Scholar's cap = magical hat + scholar's specs

## PIRATE'S HAT

Buy: N/A

Sell: 1400



**Description:** An impressive hat worthy of a pirate captain.

**Defence:** 30

**Equipped by:** Hero

**Special:** None

**Obtain:** Heavy hood

**Recipe to Make:**

None

**Use in Recipes:**

None

## PLATINUM HEADGEAR

Buy: N/A

Sell: 2050



**Description:** A beautiful platinum helm.

**Defence:** 30

**Equipped by:** Hero, Angelo

**Special:** None

**Token Trade:** Pickham (5000 tokens)

**Recipe to Make:**

None

**Use in Recipes:**

None

## HAPPY HAT

Buy: N/A

Sell: 10,000



**Description:** A magical hat that gradually restores MP as its wearer walks around.

**Defence:** 31

**Equipped by:** Jessica, Angelo

**Special:** Gradually restores MP as you walk in field and dungeon areas.

**Given:** From Doggy Dave at Pickham Black Market (after certain accomplishments)

**Recipe to Make:**

Happy hat = feathered cap + elevating shoes

**Use in Recipes:**

Elevating shoes = happy hat + fishnet stockings



## IRON HEADGEAR

Buy: 5500

Sell: 2750



**Description:** Headgear reinforced with iron sheets for improved defence.

**Defence:** 32

**Equipped by:** Hero, Yanguis

**Special:** None

**Buy:** Orkutsk

**Find:** World of Darkness (chest)

**Obtain:** Dark devildog

**Recipe to Make:**

None

**Use in Recipes:**

Thinking cap = iron headgear + scholar's cap  
Phantom mask = dark robe + iron headgear

## SCHOLAR'S CAP

Buy: N/A

Sell: 5750



**Description:** A mysterious cap that increases the wearer's wisdom.

**Defence:** 33

**Equipped by:** Jessica, Angelo

**Special:** Wisdom +10 while equipped.

**Obtain:** Alchemy only

**Recipe to Make:**

Scholar's cap = magical hat + scholar's specs

**Use in Recipes:**

Sage's robe = magic vestment + scholar's cap  
Thinking cap = iron headgear + scholar's cap

## HADES' HELM

Buy: N/A

Sell: 4250



**Description:** A strange helm surrounded by an air of danger.

**Defence:** 33

**Equipped by:** Hero, Yanguis

**Special:** Curses wearer when equipped, wearer cannot act in first turn of combat.

**Find:** Pirate's Cove (chest)

**Obtain:** Hell gladiator, Servant of darkness

**Recipe to Make:**

Hades' helm = mythril helm + devil's tail

**Use in Recipes:**

Hell scythe = steel scythe + poison moth knife + Hades' helm  
Mythril helm = Hades' helm + Saint's ashes

## THINKING-CAP

Buy: 13,000

Sell: 6500



**Description:** A magical helm that increases the wearer's wisdom.

**Defence:** 38

**Equipped by:** Jessica, Angelo

**Special:** Wisdom +15 while equipped.

**Buy:** Tryan Gully

**Obtain:** Head of state

**Recipe to Make:**

Thinking cap = iron headgear + scholar's cap

**Use in Recipes:**

Golden tiara = silver tiara + thinking cap + gold nugget

## MYTHRIL HELM

Buy: 13,300

Sell: 8800



**Description:** An exquisite helm crafted from the rare form of silver known as 'mythril'.

**Defence:** 38

**Equipped by:** Hero, Angelo

**Special:** None

**Buy:** Empycchu, Dark Empycchu

**Recipe to Make:**

Mythril helm = Hades' helm + saint's ashes

**Use in Recipes:**

Hades' helm = mythril helm + devil's tail  
Raging bull helm = mythril helm + fresh milk + cowpat

## RAGING BULL HELM

Buy: N/A

Sell: 16,500



**Description:** A helmet sporting two large horns. Get in touch with your inner bull.

**Defence:** 42

**Equipped by:** Hero, Yanguis

**Special:** None

**Obtain:** Alchemy only

**Recipe to Make:**

Raging bull helm = mythril helm + fresh milk + cowpat

**Use in Recipes:**

None

## GOLDEN TIARA

Buy: N/A

Sell: 26,000



**Description:** A sacred tiara that makes its wearer more resistant to a variety of spells.

**Defence:** 43

**Equipped by:** Jessica

**Special:** Increases resistance to Whack, Snooze, Fizzle and Fuddle-type attacks.

**Obtain:** Alchemy only

**Recipe to Make:**

Golden tiara = silver tiara + thinking cap + gold nugget

**Use in Recipes:**

None

## GREAT HELM

Buy: 16,000

Sell: 8000



**Description:** A special helm crafted from a magical metal far stronger than steel.

**Defence:** 45

**Equipped by:** Hero, Yanguis

**Special:** None

**Buy:** Tryan Gully

**Recipe to Make:**

None

**Use in Recipes:**

None

## PHANTOM MASK

Buy: N/A

Sell: 29,000



**Description:** A mysterious mask that allows the wearer to dodge enemy attacks more easily.

**Defence:** 48

**Equipped by:** Angelo

**Special:** Increases ability to dodge enemy attacks.

**Obtain:** Alchemy only

**Recipe to Make:**

Phantom mask = dark robe + iron headgear

**Use in Recipes:**

None



## SKULL HELM



**Description:** An eerie helm surrounded by an air of danger.

**Defence:** 49

**Equipped by:** Yanguis

**Special:** Curses wearer when equipped, wearer's attack power is reduced to 0.

**Find:** Isolated Plateau (chest), Unknown... (chest)

**Recipe to Make:**  
Skull helm = sun crown + devil's tail

**Use in Recipes:**  
Sun crown = skull helm + saint's ashes

**Buy:** N/A  
**Sell:** 4500

## SUN CROWN



**Description:** A special crown capable of nullifying spells which might otherwise confuse or put its wearer to sleep.

**Defence:** 52

**Equipped by:** Hero, Jessica

**Special:** Greatly increases resistance to Snooze and Fuddle-type attacks.

**Obtain:** Alchemy only

**Recipe to Make:**  
Sun crown = skull helm + saint's ashes

**Use in Recipes:**  
Skull helm = sun crown + devil's tail  
Timbrel of tension = sun crown + tough guy tattoo + magic beast hide

**Buy:** N/A  
**Sell:** 37,000

## METAL KING HELM



**Description:** The ultimate helm. Bestows a strong resistance to a variety of spells.

**Defence:** 55

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** Increases resistance to Whack, Snooze, Fuddle, and Fizzle-type attacks.

**Given:** From Princess Minnie (90 medals)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

**Buy:** N/A  
**Sell:** 10,000

## ACCESSORIES

### STRENGTH RING



**Description:** A magical ring that increases the wearer's attack power.

**Attack:** +5

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** None

**Find:** Arcadia (cabinet)

**Given:** Monster Arena Prize (Rank G)

**Obtain:** Muddy hand

**Recipe to Make:** Strength ring = prayer ring + seed of strength

**Use in Recipes:**  
Hunter's bow = cypress stick + cypress stick + strength ring  
Titan belt = leather kilt + strength ring  
Power shield = magic shield + strength ring + cured cheese  
Mighty armet = strength ring + titan belt

**Buy:** N/A  
**Sell:** 325

### TOUGH GUY TATTOO



**Description:** A removable tattoo with a strange design. Increases attack power when worn.

**Attack:** +8

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Find:** Baccarat Region (chest)

**Obtain:** Hoodlum, Troll, Belial, Anchorman

**Recipe to Make:**  
None

**Use in Recipes:**  
Falcon knife = tough guy tattoo + slime earrings + agility ring  
Timbrel of tension = sun crown + tough guy tattoo + magic beast hide  
Holy talisman = tough guy tattoo + gold rosary + holy water

**Buy:** 2400  
**Sell:** 1200

### TEMPLAR CAPTAIN'S RING



**Description:** The signet ring of the Captain of the Templars. Formerly belonged to Marcello.

**Attack:** +10 **Wisdom:** +10

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** Cannot be sold or dropped.

**Given:** From Marcello in Neos (after certain events)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

**Buy:** N/A  
**Sell:** N/A

### TITAN BELT



**Description:** A magical belt that increases the wearer's attack power.

**Attack:** +10

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** None

**Token Trade:** Pickham (1500 tokens)

**Find:** Arcadia (chest), Arcadia Region (chest)

**Obtain:** Cockateer, Skeleton soldier, Jackal ripper, Golem, Ickiller

**Recipe to Make:**  
Titan belt = leather kilt + strength ring

**Use in Recipes:**  
Mighty armet = strength ring + titan belt

**Buy:** N/A  
**Sell:** 1500

### MIGHTY ARMLET



**Description:** A magical bracer that increases the power of its wearer's attacks.

**Attack:** +15

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** None

**Given:** Monster Arena Prize (Rank D)

**Find:** Isolated Plateau (chest)

**Obtain:** Stone guardian

**Recipe to Make:**  
Mighty armet = strength ring + titan belt

**Use in Recipes:**  
Dragon slayer = dragonsbane + mighty armet  
Über war hammer = war hammer + mighty armet  
Gigant armour = bandit mail + mighty armet + mighty armet

**Buy:** N/A  
**Sell:** 4500

### ARGON RING



**Description:** A keepsake from Hero's parents.

**Attack:** +20 **Agility:** +20

**Equipped by:** Hero, Yanguis, Jessica, Angelo

**Special:** Cannot be sold or dropped.

**Given:** Unknown...

**Recipe to Make:**  
None

**Use in Recipes:**  
None

**Buy:** N/A  
**Sell:** N/A



## LADY'S RING

Buy: N/A

Sell: N/A



**Description:** An extravagant and expensive ring lost by a rich woman.

**Defence:** 2

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Cannot be sold or dropped.

**Find:** Ascantha (on ground)

**Recipe to Make:**

None

**Use in Recipes:**

None

## GOLD BRACER

Buy: 350

Sell: 175



**Description:** A pure gold bracer that increases the wearer's defence.

**Defence:** 4

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Given:** Ferry

**Find:** Trodain Castle (bag), Arcadia (cabinet)

**Obtain:** Fencing fox, Chainine, Dingaling, Goodybag, Dieablo, Gold golem, Lesser demon, Notso macho

**Recipe to Make:** None

**Use in Recipes:**

Shimmering dress = spangled dress + gold bracer + ruby of protection  
Life bracer = gold bracer + recovery ring

## SLIME EARRINGS

Buy: 400

Sell: 200



**Description:** Cute earrings in the shape of slimes

**Defence:** 4

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Peregrin Quay, Ascantha

**Find:** Alexandria Region (chest)

**Obtain:** She-slime, Puppeteer, Slime knight, Metal slime knight, King slime, Magic marionette.

**Recipe to Make:**

None

**Use in Recipes:**

Falcon knife = tough guy tattoo + slime earrings + agility ring

## LIFE BRACER

Buy: N/A

Sell: 7000



**Description:** A beautiful bracer that increases the wearer's maximum HP by 30.

**Defence:** 5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Max HP +30

**Obtain:** Dark devildog

**Recipe to Make:**

Life bracer = gold bracer + recovery ring

**Use in Recipes:**

Über miracle sword = miracle sword + life bracer  
Staff of resurrection = Yggdrasil leaf + rune staff + life bracer

## PRAYER RING

Buy: 9000

Sell: 1500



**Description:** A ring that restores some of the wearer's MP when used as an item.

**Defence:** 5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Restores 20-30 MP when used, but may break.

**Buy:** Argonia (only during bazaar from peddler on hill)

**Find:** W Argonia (chest), Black Citadel (barrel), E Argonia (chest)

**Token Trade:** Baccarat (1000 tokens)

**Obtain:** Goodybag, High roller

**Recipe to Make:** Prayer ring = gold ring + seed of magic

**Use in Recipes:**

Magic armour = full plate armour + prayer ring + ruby of protection  
Magic shield = steel shield + prayer ring + ruby of protection  
Strength ring = prayer ring + seed of strength  
Recovery ring = prayer ring + seed of life  
Ruby of protection = prayer ring + seed of defence  
Agility ring = prayer ring + seed of agility

## GOSPEL RING

Buy: N/A

Sell: N/A



**Description:** A holy ring that wards off monsters when worn.

**Defence:** 5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Non-boss monsters will not attack while worn. Cannot be sold or discarded.

**Given:** From Trade upon completion of Defeated Monster List

**Recipe to Make:**

None

**Use in Recipes:**

None

## TEMPLAR'S RING

Buy: N/A

Sell: N/A



**Description:** A ring, engraved with a religious symbol, which Angelo gave to Jessica.

**Defence:** 5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Cannot be sold or discarded.

**Given:** From Angelo in Simpleton after certain events

**Recipe to Make:**

None

**Use in Recipes:**

None

## DRAGON SCALE

Buy: N/A

Sell: 240



**Description:** A warrior's lucky charm, made from a hand-worked dragon scale.

**Defence:** 5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Find:** Royal Hunting Ground (chest), Dark Ruins (chest), Arcadia (cabinet), Dark Empychu (pot), Desert (chest)

**Obtain:** Hacksaurus, Frost wyvine, Dragum, Tyrantosaur, Frou-frou, Sea dragon, Seasaur

**Recipe to Make:** None

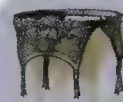
**Use in Recipes:**

Dragon tail whip = snakeskin whip + dragon scale + dragon scale  
Scale armour = leather armour + dragon scale  
Dragon mail = silver mail + dragon scale + dragon scale  
Scale shield = leather shield + dragon scale  
Dragon shield = steel shield + dragon scale + dragon scale

## GARTER

Buy: N/A

Sell: 700



**Description:** Provocative underwear for seductive ladies.

**Defence:** 6

**Equipped by:** Jessica

**Special:** None

**Find:** Red's Den (chest), Trodain Castle (cabinet), Baccarat (cabinet)

**Obtain:** Witch, Dark turkey, Fowlfighter

**Recipe to Make:**

None

**Use in Recipes:**

Eros' bow = hunter's bow + garter



## FISHNET STOCKINGS

Buy: N/A  
Sell: 900



**Description:** A pair of fishnet stockings. Perfect for bunny girls.

**Defence:** 8

**Equipped by:** Jessica

**Special:** Changes Jessica's appearance when worn with bunny ears and bunny tail.

**Given:** From Princess Minnie (28 medals)

**Obtain:** Ice queen

**Recipe to Make:**  
None

**Use in Recipes:**  
Elevating shoes = happy hat + fishnet stockings

## GOLD RING

Buy: 2000  
Sell: 1000



**Description:** A ring that slightly increases the wearer's defence.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Find:** Pickham Region (chest), Baccarat (cabinet)

**Obtain:** Diablo, Night emperor, Gold golem, Ghoul, Bloody hand

**Recipe to Make:** None

**Use in Recipes:**

Prayer ring = gold ring + seed of magic  
Ring of truth = sandstorm spear + gold ring  
Ring of immunity = poison needle + gold ring  
Full moon ring = poison moth knife + gold ring  
Ring of awakening = dream blade + gold ring  
Ring of clarity = fallen angel rapier + gold ring

## RING OF TRUTH

Buy: N/A  
Sell: 700



**Description:** A ring that makes the wearer resistant to illusion attacks.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer is more resistant to Dazzle-type attacks.

**Find:** Dark Godbird's Eyrie (chest)

**Recipe to Make:**  
Ring of truth = sandstorm spear + gold ring

**Use in Recipes:**  
Catholicon ring = ring of truth + ring of immunity + full moon ring

## RING OF IMMUNITY

Buy: N/A  
Sell: 750



**Description:** A ring that makes the wearer resistant to poison attacks.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer is more resistant to poison-type attacks.

**Obtain:** Alchemy only

**Recipe to Make:**  
Ring of immunity = poison needle + gold ring

**Use in Recipes:**  
Catholicon ring = ring of truth + ring of immunity + full moon ring

## HOLY TALISMAN

Buy: N/A  
Sell: 2400



**Description:** A sacred talisman that increases the wearer's resistance to sudden-death spells.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer is more resistant to Whack-type spells.

**Obtain:** Alchemy only

**Recipe to Make:**  
Holy talisman = tough guy tattoo + gold rosary + holy water

**Use in Recipes:**  
Holy silver rapier = Templar's sword + holy talisman  
Zombie slayer = zombiesbane + holy talisman

## FULL MOON RING

Buy: N/A  
Sell: 600



**Description:** A ring that makes the wearer resistant to paralysis attacks.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer is more resistant to paralysis-type attacks.

**Obtain:** Tentacular

**Recipe to Make:**  
Full moon ring = poison moth knife + gold ring

**Use in Recipes:**  
Catholicon ring = ring of truth + ring of immunity + full moon ring

## RING OF AWAKENING

Buy: N/A  
Sell: 550



**Description:** A ring that makes the wearer resistant to sleep attacks.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer is more resistant to Snooze-type attacks.

**Obtain:** Alchemy only

**Recipe to Make:**  
Ring of awakening = dream blade + gold ring

**Use in Recipes:**  
Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

## RING OF CLARITY

Buy: N/A  
Sell: 650



**Description:** A ring that makes the wearer resistant to confusion attacks.

**Defence:** 10

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer is more resistant to Fuddle-type attacks.

**Given:** Monster Arena Prize (Rank E)

**Recipe to Make:**  
Ring of clarity = fallen angel rapier + gold ring

**Use in Recipes:**  
Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

## RECOVERY RING

Buy: N/A  
Sell: 4800



**Description:** A wonderful ring that gradually restores HP as the wearer walks around.

**Defence:** 15

**Equipped by:** Hero, Yangu, Jessica, Angelo

**Special:** Wearer regains HP while walking in field and dungeon areas.

**Find:** Rydon's Tower (chest)

**Obtain:** Pandora's box

**Recipe to Make:**  
Recovery ring = prayer ring + seed of life

**Use in Recipes:**  
Life bracer = gold bracer + recovery ring  
Goddess ring = recovery ring + orichalcum



## CATHOLICON RING



Buy: N/A  
Sell: 18,000

**Description:** A ring that makes the wearer resistant to a variety of attacks, including sleep, paralysis, and confusion.

**Defence:** 15

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Wearer is more resistant to Snooze, Fuddle, Dazzle, poison and paralyzing attacks.

**Obtain:** Alchemy only

**Recipe to Make:**

Catholicon ring = ring of truth + ring of immunity + full moon ring

**Use in Recipes:**

None

## RUBY OF PROTECTION



Buy: 5100  
Sell: 1550

**Description:** A beautiful ruby that increases the wearer's defence.

**Defence:** 15

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Find:** Baccarat (chest), Orkuts (pot)

**Obtain:** Living statue, Elysium bird

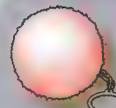
**Recipe to Make:**

Ruby of protection = prayer ring + seed of defence

**Use in Recipes:**

Magic armour = full plate armour + prayer ring + ruby of protection  
Shimmering dress = spangled dress + gold bracer + ruby of protection  
Magic shield = steel shield + prayer ring + ruby of protection

## BUNNY TAIL



Buy: 50  
Sell: 25

**Description:** A silky-soft and comfortable accessory.

**Agility:** +2

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Find:** Maella Region (chest), Pickham (cabinet), Baccarat (cabinet), Arcadia (cabinet)

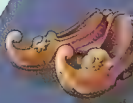
**Obtain:** Unicorn, Skipper, Spiked hare, Night sneaker, Dark gryphon, See angel

**Recipe to Make:** None

**Use in Recipes:**

Bunny ears = hairband + bunny tail  
Bunny suit = silk bustier + bunny tail

## ELEVATING SHOES



Buy: N/A  
Sell: 50

**Description:** Wear them for a happily elevating experience!

**Agility:** +5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Wearer gains EXP while walking in field and dungeon areas.

**Obtain:** Liquid metal slime, Hell hopper

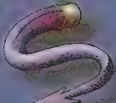
**Recipe to Make:**

Elevating shoes = happy hat + fishnet stockings

**Use in Recipes:**

Happy hat = feathered cap + elevating shoes

## DEVIL'S TAIL



Buy: 200  
Sell: 100

**Description:** The tail of a demon. Surrounded by an air of danger.

**Agility:** +10

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Curses wearer when equipped. Wearer's resistance to spell damage and effects is lowered.

**Buy:** Unknown...

**Find:** Argonia (chest), Herb Grotto (chest), World of Darkness (chest)

**Obtain:** Tap devil, Demon thunderer, Caped caperer

**Recipe to Make:** None

**Use in Recipes:**

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat  
Double-edged sword = über double-edge + devil's tail  
Demon spear = battle fork + poison needle + devil's tail  
Imp knife = assassin's dagger + devil's tail  
Leather whip = devil's tail + saint's ashes  
Demon whip = scourge whip + devil's tail  
Dark robe = cloak of evasion + devil's tail + wing of bat  
Zombie mail = platinum mail + devil's tail  
Ruinous shield = metal king shield + devil's tail  
Thanatos' shield = goddess shield + devil's tail  
Hades' helm = mythril helm + devil's tail  
Skull helm = sun crown + devil's tail  
Skull ring = devil's tail + sorcerer's ring

## AGILITY RING



Buy: N/A  
Sell: 180

**Description:** A magical ring that increases the wearer's agility.

**Agility:** +15

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Token Trade:** Pickham (1000 tokens)

**Find:** Kingdom of Ascantha (chest), Blizzard Peaks (chest), Holy Isle of Neos (chest)

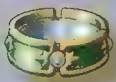
**Recipe to Make:**

Agility ring = prayer ring + seed of agility

**Use in Recipes:**

Falcon knife = tough guy tattoo + slime earrings + agility ring  
Mercury's bandana = bandana + agility ring  
Meteorite bracer = agility ring + agility ring + orichalcum

## METEORITE BRACER



Buy: N/A  
Sell: 2500

**Description:** A mystical bracer that allows the wearer to move at a blinding speed.

**Agility:** +50

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Given:** From Princess Minnie (60 medals)

**Recipe to Make:**

Meteorite bracer = agility ring + agility ring + orichalcum

**Use in Recipes:**

Über falcon blade = falcon blade + meteorite bracer



## SKULL RING



Buy: N/A

Sell: 425

**Description:** An eerie ring surrounded by an air of danger.

**Agility:** +15

**Equipped by:** Yangus, Jessica, Angelo

**Special:** Curses wearer when equipped. Wearer's Max MP is reduced by 1/2.

**Find:** Argonia (chest)

**Obtain:** Wight king

**Recipe to Make:**

Skull ring = devil's tail + sorcerer's ring

**Use in Recipes:**

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

## GOLD ROSARY



Buy: 500

Sell: 250

**Description:** A pure gold rosary that slightly increases the wearer's wisdom.

**Wisdom:** +5

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Savella Cathedral, Neos

**Find:** Neos (cabinet)

**Obtain:** Tortured soul

**Recipe to Make:** None

**Use in Recipes:**

Holy lance = long spear + gold rosary

Princess's robe = shimmering dress + angel's robe + gold rosary

Holy talisman = tough guy tattoo + gold rosary + holy water

## SORCERER'S RING



Buy: N/A

Sell: 7250

**Description:** A magical ring that increases the wearer's maximum MP by 30 points.

**Wisdom:** +10

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Max MP +30.

**Obtain:** Alchemy only

**Recipe to Make:**

Sorcerer's ring = skull ring + saint's ashes + saint's ashes

**Use in Recipes:**

Skull ring = devil's tail + sorcerer's ring

## SCHOLAR'S SPECS



Buy: 2700

Sell: 1350

**Description:** A pair of spectacles that makes the wearer appear more intelligent.

**Wisdom:** +15

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** None

**Buy:** Argonia (during/after bazaar)

**Find:** Neos (bag)

**Obtain:** Mummy, Puppet player, Dead ringer, Sea dragon

**Recipe to Make:**

Scholar's specs = ring of awakening + ring of clarity + seed of wisdom

**Use in Recipes:**

Scholar's cap = magical hat + scholar's specs

## GODDESS RING



Buy: N/A

Sell: 25,500

**Description:** A wonderful ring that gradually restores MP as the wearer walks around.

**Wisdom:** +20

**Equipped by:** Hero, Yangus, Jessica, Angelo

**Special:** Wearer regains MP while walking in field and dungeon areas. Wearer is resistant to Snooze, Fuddle, and Paralysis-type attacks.

**Obtain:** Alchemy only

**Recipe to Make:**

Goddess ring = recovery ring + orichalcum

**Use in Recipes:**

None



# WEAPONS

There are 11 different types of weapon in *Dragon Quest VIII*. Each character can equip any of the weapons their skill sets give them access to, with the exception of flails, which are rare weapons for Yangus that are not associated with a particular skill set. Weapons are listed by type in order of their attack value. Attack power is important, but keep in mind that certain weapons have special traits that may make them much more powerful than their attack value suggests! Check the special field to see which weapons can hit multiple targets, strike multiple times, apply status effects to their targets or cast spells when used in combat!

## JESSICA & SWORDS

Jessica can use swords after allocating 30 points to her Knife skill.

## SWORDS

### CYPRESS STICK

Buy: 10  
Sell: 5



**Description:** A simple wooden stick carved from a sturdy cypress branch.

**Attack:** 4

**Equipped by:** Hero

**Special:** None

**Buy:** Farebury, Peregrin Quay  
**Find:** Farebury (cabinet, chest)  
**Obtain:** Capsichum, Lump mage, Mud mannequin

**Recipe to Make:**  
None

**Use in Recipes:**

Iron lance = cypress stick + dagger  
Long spear = cypress stick + cypress stick + iron lance  
Stone axe = cypress stick + stone hardhat  
Hunter's bow = cypress stick + cypress stick + strength ring

### SOLDIER'S SWORD

Buy: N/A  
Sell: 75



**Description:** A cheap sword given to palace guardsmen at Trodain Castle.

**Attack:** 8

**Equipped by:** Hero

**Special:** None

**Received:** Hero's starting equipment  
**Obtain:** Skeleton, Lethal armour

**Recipe to Make:**  
None

**Use in Recipes:**

None

### STONE SWORD

Buy: N/A  
Sell: N/A



**Description:** A rather dull-looking sword carved from stone.

**Attack:** 12

**Equipped by:** Hero, Jessica\*

**Special:** Cannot be sold or dropped.

**Received:** From townspeople in Arcadia

**Recipe to Make:**  
None

**Use in Recipes:**

None

### COPPER SWORD

Buy: 270  
Sell: 135



**Description:** A widely used sword made out of copper.

**Attack:** 13

**Equipped by:** Hero, Jessica\*

**Special:** None

**Buy:** Farebury, Alexandria  
**Find:** Waterfall Cave (chest)  
**Obtain:** Capsichum, Jum, Hawk man, Demonrider

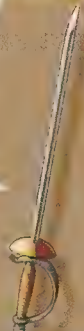
**Recipe to Make:**  
Copper sword = bronze knife + bronze knife

**Use in Recipes:**

None

### RAPIER

Buy: 300  
Sell: 150



**Description:** A civilised sort of sword with an extremely narrow blade.

**Attack:** 17

**Equipped by:** Angelo

**Special:** None

**Buy:** Simpleton  
**Received:** Angelo's starting equipment  
**Obtain:** Night fox, Paprikan, Magic dumbbell

**Recipe to Make:**  
None

**Use in Recipes:**

None

### STEEL BROADSWORD

Buy: 2000  
Sell: 1000



**Description:** A sturdy sword made from forged steel.

**Attack:** 35

**Equipped by:** Hero, Jessica\*

**Special:** None

**Buy:** Ascantha, Pickham  
**Find:** Kingdom of Ascantha (chest)  
**Obtain:** Boe, Hunter mech, Infernal armour, Skeleton soldier, Gargoyle, Jabberwockee, Kee, Killing machine, Zombie gladiator

**Recipe to Make:**  
None

**Use in Recipes:**

None



## TEMPLAR'S SWORD

Buy: N/A

Sell: 1175



**Description:** A rapier carried by Templar knights as proof of their status.

**Attack:** 36

**Equipped by:** Angelo

**Special:** None

**Find:** Trodain Castle (chest)

**Obtain:** Phantom fencer, Volpone

### Recipe to Make:

None

### Use in Recipes:

Holy silver rapier = Templar's sword + holy talisman

## FALCON BLADE

Buy: N/A

Sell: 5000



**Description:** A sword capable of slicing twice in rapid succession, faster than a falcon in flight.

**Attack:** 37

**Equipped by:** Hero, Jessica\*, Angelo

**Special:** Attacks twice.

**Token Trade:** Baccarat (10,000 tokens)

### Recipe to Make:

None

### Use in Recipes:

Über falcon blade = falcon blade + meteorite bracer

## RUSTY OLD SWORD

Buy: N/A

Sell: N/A



**Description:** Once a legendary blade. Now just a rusty and chipped old sword.

**Attack:** 45

**Equipped by:** Hero, Jessica\*

**Special:** Cannot be sold or dropped.

**Find:** Trodain Castle (chest)

**Obtain:** Invisible Swordsman

### Recipe to Make:

Rusty old sword = liquid metal sword + mystifying mixture + cowpat

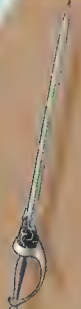
### Use in Recipes:

Liquid metal sword = rusty old sword + slime crown + orichalcum

## HOLY SILVER RAPIER

Buy: 6600

Sell: 3300



**Description:** A rapier forged from silver consecrated by the church.

**Attack:** 54

**Equipped by:** Angelo

**Special:** None

**Buy:** Savella Cathedral, Neos

**Find:** Blizzard Peaks (chest)

### Recipe to Make:

Holy silver rapier = Templar's sword + holy talisman

### Use in Recipes:

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

## ZOMBIESBANE

Buy: 6300

Sell: 3150



**Description:** A holy sword created for slaying zombies and other undead monsters.

**Attack:** 54

**Equipped by:** Hero, Jessica\*

**Special:** Deals additional damage to zombie-type monsters.

**Buy:** Argonia (during/after bazaar)

### Recipe to Make:

None

### Use in Recipes:

Zombie slayer = zombiesbane + holy talisman  
Zombie mail = zombiesbane + silver mail

## ÜBER FALCON BLADE

Buy: N/A

Sell: 25000



**Description:** An improved version of the falcon blade, but with a far sharper edge.

**Attack:** 55

**Equipped by:** Hero, Jessica\*, Angelo

**Special:** Attacks twice.

**Obtain:** Alchemy only

### Recipe to Make:

Über falcon blade = falcon blade + meteorite bracer

### Use in Recipes:

None

## DREAM BLADE

Buy: 4700

Sell: 3150



**Description:** A magical sword that can occasionally put enemies to sleep.

**Attack:** 43

**Equipped by:** Hero, Jessica\*, Angelo

**Special:** Sometimes puts attacked enemies to sleep. When used in combat, has Snooze spell effect.

**Buy:** Peddler's Tent, Desert Chapel, Neos, and Peddler in Neos (after certain events)

**Obtain:** Dark turkey

### Recipe to Make:

None

### Use in Recipes:

Ring of awakening = dream blade + gold ring

## PLATINUM SWORD

Buy: N/A

Sell: 3000



**Description:** A beautiful and exquisitely sharp sword forged from pure platinum.

**Attack:** 40

**Equipped by:** Hero, Jessica\*, Angelo

**Special:** None

**Find:** Uncharted Island in Southwest Ocean (chest)

**Obtain:** Hell gladiator

### Recipe to Make:

None

### Use in Recipes:

None

## FALLEN ANGEL RAPIER

Buy: N/A

Sell: 8500



**Description:** A magical rapier that can confuse the targets it strikes.

**Attack:** 61

**Equipped by:** Angelo

**Special:** Sometimes confuses attacked enemies.

**Obtain:** Alchemy only

### Recipe to Make:

Fallen angel rapier = holy silver rapier + devil's tail + wing of bat

### Use in Recipes:

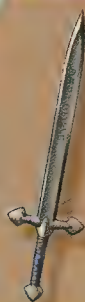
Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana  
Ring of clarity = fallen angel rapier + gold ring



## BASTARD SWORD

Buy: 8800

Sell: 4400



**Description:** A steel sword with a long blade that inflicts serious damage thanks to its weight.

**Attack:** 61

**Equipped by:** Hero, Jessica\*

**Special:** None

**Buy:** Arcadia

**Obtain:** Fowlfighter, Right wing

### Recipe to Make:

None

### Use in Recipes:

Blizzard blade = bastard sword + icicle dirk + cold cheese

## ZOMBIE SLAYER

Buy: N/A

Sell: 10000



**Description:** A holy sword that is an improved version of the zombiesbane.

**Attack:** 65

**Equipped by:** Hero, Jessica\*

**Special:** Deals additional damage to zombie-type monsters.

**Obtain:** Alchemy only

### Recipe to Make:

Zombie slayer = zombiesbane + holy talisman

### Use in Recipes:

None

## DRAGONSbane

Buy: 11000

Sell: 6000



**Description:** A forged steel sword capable of piercing dragon scales.

**Attack:** 72

**Equipped by:** Hero, Jessica\*

**Special:** Deals additional damage to dragon monsters.

**Buy:** Orkuts, Tryan Gully

### Recipe to Make:

None

### Use in Recipes:

Dragon slayer = dragonsbane + mighty armet

## DOUBLE-EDGED SWORD

Buy: N/A

Sell: 2500



**Description:** An ill-fated sword surrounded by an air of danger.

**Attack:** 76

**Equipped by:** Hero, Jessica\*

**Special:** Curses wielder when equipped, deals damage to wielder when wielder damages a foe.

**Find:** Princess Minnie's Castle (chest)

### Recipe to Make:

Double-edged sword = über double-edge + devil's tail

### Use in Recipes:

Über double-edge = double-edged sword + saint's ashes + saint's ashes

## ÜBER DOUBLE-EDGE

Buy: N/A

Sell: 3750



**Description:** The double-edged sword purged of its curse and reborn as an even more powerful blade.

**Attack:** 76

**Equipped by:** Hero, Jessica\*

**Special:** Deals additional damage to foe when foe is struck.

**Obtain:** Alchemy only

### Recipe to Make:

Über double-edge = double-edged sword + saint's ashes + saint's ashes

### Use in Recipes:

Double-edged sword = über double-edge + devil's tail

## MERCURY'S RAPIER

Buy: 10500

Sell: 5100



**Description:** A strange rapier that allows its user to move with unnatural agility.

**Attack:** 78

**Equipped by:** Angelo

**Special:** Agility +20 while equipped.

**Buy:** Empyccu, Dark Empyccu

### Recipe to Make:

Mercury's rapier = fallen angel rapier + Mercury's bandana + Mercury's bandana

### Use in Recipes:

None

## MIRACLE SWORD

Buy: N/A

Sell: 1000



**Description:** An enchanted blade that restores some of your HP every time it strikes an enemy.

**Attack:** 80

**Equipped by:** Hero, Jessica\*

**Special:** Recovers a percentage of damage dealt as HP.

**Received:** From Princess Minnie (68 medals)

### Recipe to Make:

None

### Use in Recipes:

Über miracle sword = miracle sword + life bracer

## DRAGON SLAYER

Buy: N/A

Sell: 22500



**Description:** A forged steel sword that is an improved version of the dragonsbane.

**Attack:** 83

**Equipped by:** Hero, Jessica\*

**Special:** Deals additional damage to dragon monsters.

**Obtain:** Alchemy only

### Recipe to Make:

Dragon slayer = dragonsbane + mighty armet

### Use in Recipes:

None

## BLIZZARD BLADE

Buy: 21000

Sell: 10500



**Description:** An enchanted ice sword whose blade contains the power of a mighty snowstorm.

**Attack:** 90

**Equipped by:** Hero, Jessica\*

**Special:** Deals additional ice-based damage to target.

**Buy:** Tryan Gully

### Recipe to Make:

Blizzard blade = bastard sword + icicle dirk + cold cheese

### Use in Recipes:

None



## ÜBER MIRACLE SWORD

Buy: N/A

Sell: 1500



**Description:** An improved version of the miracle sword, with a more powerful enchantment and a far sharper blade.

**Attack:** 95

**Equipped by:** Hero, Jessica\*

**Special:** Recovers a higher percentage of damage dealt as HP.

**Obtain:** Alchemy only

### Recipe to Make:

Über miracle sword = miracle sword + life bracer

### Use in Recipes:

None

## HELL SABRE

Buy: N/A

Sell: 7300



**Description:** A narrow-bladed weapon with a devilishly sharp blade.

**Attack:** 99

**Equipped by:** Angelo

**Special:** None

**Find:** Trolls' Maze (chest)

### Recipe to Make:

None

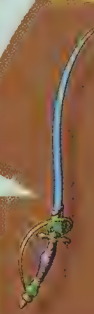
### Use in Recipes:

None

## SHAMSHIR OF LIGHT

Buy: N/A

Sell: 9000



**Description:** A mysterious weapon that extends a spectral blade of light in battle.

**Attack:** 110

**Equipped by:** Angelo

**Special:** None

**Obtain:** Alchemy only

### Recipe to Make:

Shamsir of light = rune staff + light shield + shimmering dress

### Use in Recipes:

None

## SPEARS

## LIQUID METAL SWORD

Buy: N/A

Sell: 5000



**Description:** An extraordinarily hard blade allows this sword to inflict massive amounts of damage.

**Attack:** 118

**Equipped by:** Hero, Jessica\*, Angelo

**Special:** Deals 2 points of damage to metal creatures.

**Obtain:** Alchemy only

### Recipe to Make:

Liquid metal sword = rusty old sword + slime crown + orichalcum

### Use in Recipes:

Rusty old sword = liquid metal sword + mystifying mixture + cowpat

## IRON LANCE

Buy: 750

Sell: 375



**Description:** An iron spear of the kind commonly found throughout the world.

**Attack:** 24

**Equipped by:** Hero

**Special:** None

**Buy:** Port Prospect, Peregrin Quay  
**Obtain:** Scorpion, Orc, Foul anchor, Octavian pirate

### Recipe to Make:

Iron lance = cypress stick + dagger

### Use in Recipes:

Long spear = cypress stick + cypress stick + iron lance

## LONG SPEAR

Buy: 1700

Sell: 850



**Description:** A long and heavy spear.

**Attack:** 30

**Equipped by:** Hero

**Special:** None

**Buy:** Simpleton  
**Obtain:** Orc king, Octavian sentry

### Recipe to Make:

Long spear = cypress stick + cypress stick + iron lance

### Use in Recipes:

Holy lance = long spear + gold rosary

## HOLY LANCE

Buy: 2700

Sell: 1350



**Description:** A holy spear that has received the blessing of the Goddess.

**Attack:** 39

**Equipped by:** Hero

**Special:** None

**Buy:** Pickham  
**Obtain:** Bone baron, Grim rider

### Recipe to Make:

Holy lance = long spear + gold rosary

### Use in Recipes:

None

## BATTLE FORK

Buy: N/A

Sell: 3300



**Description:** An enormous fork that looks as if it belongs on a giant's dinner table!

**Attack:** 42

**Equipped by:** Hero

**Special:** None

**Find:** Argonia (chest)  
**Obtain:** Archdemon, Belial

### Recipe to Make:

None

### Use in Recipes:

Demon spear = battle fork + poison needle + devil's tail

## PARTISAN

Buy: 4400

Sell: 2200



**Description:** A large lance that can be used for cutting as well as thrusting.

**Attack:** 44

**Equipped by:** Hero

**Special:** None

**Buy:** Argonia, Savella Cathedral

### Recipe to Make:

None

### Use in Recipes:

Sandstorm spear = partisan + saint's ashes



## SANDSTORM SPEAR

Buy: N/A

Sell: 5300



**Description:** A spear that raises a sandstorm to blind enemies when used as an item during combat.

**Attack:** 67

**Equipped by:** Hero

**Special:** When used in combat, may hit all enemies with a Dazzle spell effect.

**Obtain:** Alchemy only

### Recipe to Make:

Sandstorm spear = partisan + saint's ashes

### Use in Recipes:

Ring of truth = sandstorm spear + gold ring

## DEMON SPEAR

Buy: N/A

Sell: 12500



**Description:** A spear that kills instantly if it hits the enemy's vitals.

**Attack:** 86

**Equipped by:** Hero

**Special:** May kill the enemy with a single hit.

**Obtain:** Alchemy only

### Recipe to Make:

Demon spear = battle fork + poison needle + devil's tail

### Use in Recipes:

None

## HERO SPEAR

Buy: N/A

Sell: 15000



**Description:** A blessed spear that restores some of its wielder's HP when used in combat.

**Attack:** 100

**Equipped by:** Hero

**Special:** Recovers a percentage of damage dealt as HP.

**Received:** Monster Arena Prize (Rank A)

### Recipe to Make:

None

### Use in Recipes:

None

## BOOMERANGS

### METAL KING SPEAR

Buy: N/A

Sell: 24000



**Description:** The most powerful spear. Capable of penetrating almost any material.

**Attack:** 120

**Equipped by:** Hero

**Special:** None

**Find:** Unknown... (chest)

### Recipe to Make:

None

### Use in Recipes:

Metal wing boomerang = metal king spear + razor wing boomerang

### BOOMERANG

Buy: 420

Sell: 210



**Description:** A throwing weapon capable of felling multiple enemies in an instant.

**Attack:** 19

**Equipped by:** Hero

**Special:** Hits all enemies.

**Buy:** Farebury, Alexandria  
**Find:** Peregrin Quay (chest)  
**Obtain:** Spitnik, Yabby

### Recipe to Make:

None

### Use in Recipes:

Reinforced boomerang = boomerang + iron nail

### EDGED BOOMERANG

Buy: 1360

Sell: 680



**Description:** A metal boomerang with knife-like edges.

**Attack:** 27

**Equipped by:** Hero

**Special:** Hits all enemies.

**Buy:** Ascantha, Neos  
**Find:** Orkutsk (chest)  
**Obtain:** Dark star, Crayzee

### Recipe to Make:

None

### Use in Recipes:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat  
Spiked armour = edged boomerang + magic armour

### REINFORCED BOOMERANG

Buy: N/A

Sell: 840



**Description:** A slightly improved version of the boomerang.

**Attack:** 32

**Equipped by:** Hero

**Special:** Hits all enemies.

**Obtain:** Alchemy only

### Recipe to Make:

Reinforced boomerang = boomerang + iron nail

### Use in Recipes:

None

### RAZOR WING BOOMERANG

Buy: 3800

Sell: 1900



**Description:** A boomerang with frightfully sharp steel edges.

**Attack:** 42

**Equipped by:** Hero

**Special:** Hits all enemies.

**Buy:** Argonia (during/after bazaar)  
**Obtain:** Gryphon

### Recipe to Make:

Razor wing boomerang = edged boomerang + steel scythe + wing of bat

### Use in Recipes:

Metal wing boomerang = metal king spear + razor wing boomerang

### SWALLOWTAIL

Buy: 6800

Sell: 3400



**Description:** A boomerang bearing a motif of two swallows.

**Attack:** 53

**Equipped by:** Hero

**Special:** Hits all enemies.

**Buy:** Arcadia, Orkutsk

### Recipe to Make:

None

### Use in Recipes:

Flametang boomerang = swallowtail + flame shield



## FLAMETANG BOOMERANG

Buy: N/A

Sell: 7250



**Description:** A boomerang harbouring the power of the inferno.

**Attack:** 63

**Equipped by:** Hero

**Special:** Hits all enemies.

**Find:** W Argonia (chest)

### Recipe to Make:

Flametang boomerang = swallowtail + flame shield

### Use in Recipes:

Flame shield = flametang boomerang + magic shield

## METAL WING BOOMERANG

Buy: N/A

Sell: 36000



**Description:** A special boomerang optimized for damaging metal enemies.

**Attack:** 90

**Equipped by:** Hero

**Special:** Hits all enemies. Deals damage to metal-type enemies more easily.

**Obtain:** Alchemy only

### Recipe to Make:

Metal wing boomerang = metal king spear + razor wing boomerang

### Use in Recipes:

None

## AXES

### STONE AXE

Buy: 550

Sell: 275



**Description:** Intriguingly primitive for an axe sold in a weapon shop.

**Attack:** 20

**Equipped by:** Yangus

**Special:** None

**Buy:** Alexandria, Port Prospect

**Find:** Maella Region (chest)

**Obtain:** Hood

### Recipe to Make:

Stone axe = cypress stick + stone hardhat

### Use in Recipes:

Stone hardhat = stone axe + pointy hat

### GOLDEN AXE

Buy: N/A

Sell: 5000



**Description:** A dull-bladed axe forged from gold.

**Attack:** 27

**Equipped by:** Yangus

**Special:** None

**Obtain:** Alchemy only

### Recipe to Make:

Golden axe = iron axe + gold nugget

### Use in Recipes:

Moon axe = golden axe + moon's mercy

King axe = golden axe + slime crown

### IRON AXE

Buy: 2600

Sell: 1300



**Description:** A thick and sturdy axe with a cast iron head.

**Attack:** 38

**Equipped by:** Yangus

**Special:** None

**Buy:** Pickham

**Find:** Argonia (cabinet)

**Obtain:** Berserker, Hoodlum, Tyrantosaur

### Recipe to Make:

Iron axe = farmer's scythe + farmer's scythe

### Use in Recipes:

Golden axe = iron axe + gold nugget

### BATTLE-AXE

Buy: 4300

Sell: 2150



**Description:** A large axe specially designed for combat.

**Attack:** 45

**Equipped by:** Yangus

**Special:** None

**Buy:** Argonia

**Obtain:** Zombie gladiator

### Recipe to Make:

None.

### Use in Recipes:

Bandit axe = battle-axe + thief's key

### BANDIT AXE

Buy: N/A

Sell: 6500



**Description:** A large axe of the type typically carried by bandits.

**Attack:** 55

**Equipped by:** Yangus

**Special:** None

**Received:** From Dodgy Dave at Pickham Black Market (after certain accomplishments)

### Recipe to Make:

Bandit axe = battle-axe + thief's key

### Use in Recipes:

Bandit mail = bandit axe + bandit's grass skirt + heavy armour

### MOON AXE

Buy: N/A

Sell: 11000



**Description:** A large axe in the shape of a crescent moon.

**Attack:** 60

**Equipped by:** Yangus

**Special:** None

**Find:** Argonia (chest)

### Recipe to Make:

Moon axe = golden axe + moon's mercy

### Use in Recipes:

None



## KING AXE

Buy: 17000

Sell: 8500



**Description:** An expertly crafted axe richly engraved with magical runes.

**Attack:** 80

**Equipped by:** Yangus

**Special:** None

**Buy:** Orkuts, Tryan Gully

### Recipe to Make:

King axe = golden axe + slime crown

### Use in Recipes:

None

## CONQUERER'S AXE

Buy: N/A

Sell: 7500



**Description:** The world's strongest axe, once wielded by a barbarian king.

**Attack:** 103

**Equipped by:** Yangus

**Special:** None

**Find:** Howlwind Hill in Arcadia Region (chest)

### Recipe to Make:

None

### Use in Recipes:

Megaton hammer = conquerer's axe + über war hammer + orichalcum

## CLUBS

### OAKEN CLUB

Buy: 110

Sell: 55



**Description:** A simple club fashioned from sturdy oak.

**Attack:** 7

**Equipped by:** Yangus

**Special:** None

**Received:** Yangus's starting equipment

**Buy:** Farebury, Alexandria

**Find:** Peregrin Quay (pot)

**Obtain:** Mischievous mole, Hammerhood, Khalamari kid

### Recipe to Make:

None

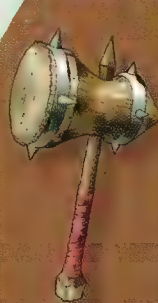
### Use in Recipes:

None

### GIANT MALLET

Buy: 240

Sell: 120



**Description:** A giant wooden hammer of the sort often carried by monsters as well as humans.

**Attack:** 13

**Equipped by:** Yangus

**Special:** None

**Buy:** Farebury, Alexandria

**Find:** Arcadia (chest)

**Obtain:** Hammerhood, Brownie, Gorerilla, Pink pongo, Abominape, Cyclops

### Recipe to Make:

None

### Use in Recipes:

Sledgehammer = giant mallet + iron helmet + iron helmet

### SLEDGEHAMMER

Buy: 1700

Sell: 1000



**Description:** An enormous hammer made of iron.

**Attack:** 33

**Equipped by:** Yangus

**Special:** None

**Buy:** Simpleton

**Find:** Kingdom of Trodain (chest)

**Obtain:** Troll

### Recipe to Make:

Sledgehammer = giant mallet + iron helmet + iron helmet

### Use in Recipes:

None

## WAR HAMMER

Buy: 6700

Sell: 3400



**Description:** A steel hammer specially designed for combat.

**Attack:** 51

**Equipped by:** Yangus

**Special:** None

**Buy:** Argonia (during/after bazaar)

### Recipe to Make:

None

### Use in Recipes:

Über war hammer = war hammer + mighty armlet

## ÜBER WAR HAMMER

Buy: N/A

Sell: 16000



**Description:** An improved version of the war hammer conveying even greater attack power.

**Attack:** 69

**Equipped by:** Yangus

**Special:** None

**Obtain:** Alchemy only

### Recipe to Make:

Über war hammer = war hammer + mighty armlet

### Use in Recipes:

Megaton hammer = conquerer's axe + über war hammer + orichalcum

## MEGATON HAMMER

Buy: N/A

Sell: 55500



**Description:** A giant hammer that improves your chances of landing a critical hit.

**Attack:** 108

**Equipped by:** Yangus

**Special:** Increases odds of critical hits.

**Obtain:** Alchemy only

### Recipe to Make:

Megaton hammer = conquerer's axe + über war hammer + orichalcum

### Use in Recipes:

None

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS

CLUBS

ITEMS



# SCYTHES

## FARMER'S SCYTHE

Buy: 910  
Sell: 460



**Description:** A large iron scythe of the type often used to cut grass and straw.

**Attack:** 28

**Equipped by:** Yangus

**Special:** None

**Buy:** Port Prospect, Peregrin Quay  
**Find:** Pickham Region (chest)  
**Obtain:** Iron scorpion, Iron rhino, Foul anchor

**Recipe to Make:**  
None

**Use in Recipes:**  
Iron axe = farmer's scythe + farmer's scythe

## STEEL SCYTHE

Buy: 3700  
Sell: 1650



**Description:** A scythe designed specifically for combat.

**Attack:** 42

**Equipped by:** Yangus

**Special:** None

**Buy:** Baccarat, Savella Cathedral, Neos  
**Obtain:** Fallen priest

**Recipe to Make:**  
None

**Use in Recipes:**  
Razor wing boomerang = edged boomerang + steel scythe + wing of bat  
Hell scythe = steel scythe + poison moth knife + Hades' helm

## HELL SCYTHE

Buy: 9500  
Sell: 5000



**Description:** An enormous scythe that may paralyse the enemies that it strikes.

**Attack:** 65

**Equipped by:** Yangus

**Special:** May paralyse enemies it hits.

**Buy:** Arcadia

**Recipe to Make:**  
Hell scythe = steel scythe + poison moth knife + Hades' helm

**Use in Recipes:**  
None

## BARDICHE OF BINDING

Buy: N/A  
Sell: 12000



**Description:** An enchanted weapon that can deprive its target of the ability to cast spells.

**Attack:** 83

**Equipped by:** Yangus

**Special:** Deals additional damage to demon enemies. May silence enemies it hits.

**Received:** Monster Arena Prize (Rank B)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## HEAVY HATCHET

Buy: 29000  
Sell: 15000



**Description:** An enormous hatchet capable of cutting down enemies where they stand.

**Attack:** 110

**Equipped by:** Yangus

**Special:** None

**Buy:** Tryan Gully

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## FLAILS

### FLAIL OF FURY

Buy: N/A  
Sell: N/A



**Description:** A present from Red, this flail is capable of hitting multiple enemies in a single swing.

**Attack:** 93

**Equipped by:** Yangus

**Special:** Hits each enemy in a group. Cannot be sold or dropped.

**Received:** Red's Den (after certain events)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

### FLAIL OF DESTRUCTION

Buy: N/A  
Sell: 22500



**Description:** Scourges all enemies with a power beyond imagination.

**Attack:** 125

**Equipped by:** Yangus

**Special:** Hits all enemies.

**Received:** From Princess Minnie (110 medals)

**Recipe to Make:**  
None

**Use in Recipes:**  
None





# KNIVES

## POISON NEEDLE

Buy: 1900

Sell: 1000



**Description:** Capable of felling an enemy with a single well-aimed strike.

**Attack:** 0

**Equipped by:** Jessica

**Special:** Always deals only 1 damage to foes, but may kill non-boss foes in a single hit.

**Buy:** Baccarat  
**Obtain:** Venom wasp, Death scorpion

**Recipe to Make:**  
None

**Use in Recipes:**

Demon spear = battle fork + poison needle + devil's tail  
Assassin's dagger = poison needle + eagle dagger  
Ring of immunity = poison needle + gold ring

## BRONZE KNIFE

Buy: 150

Sell: 75



**Description:** A small knife forged from bronze.

**Attack:** 9

**Equipped by:** Jessica

**Special:** None

**Buy:** Peregrin Quay  
**Find:** Ferry (chest), Uncharted Island west of Maella Abbey (chest)  
**Obtain:** Shadow

**Recipe to Make:** None

**Use in Recipes:**

Thief's key = bronze knife + iron nail  
Copper sword = bronze knife + bronze knife  
Bronze shield = bronze knife + leather shield  
Bronze helmet = bronze knife + bronze knife + stone hardhat

## DAGGER

Buy: 350

Sell: 175



**Description:** A long-bladed knife designed for combat.

**Attack:** 18

**Equipped by:** Jessica

**Special:** None

**Buy:** Ascantha  
**Find:** Farebury (chest)  
**Obtain:** Clockwork cuckoo, Riptide

**Recipe to Make:**  
None

**Use in Recipes:**

Iron lance = cypress stick + dagger

## POISON MOTH KNIFE

Buy: 950

Sell: 475



**Description:** Features a blade coated with the poison of a moth that can paralyse enemies.

**Attack:** 29

**Equipped by:** Jessica

**Special:** May paralyse enemies it hits.

**Buy:** Pickham  
**Find:** Arcadia (cabinet)  
**Obtain:** Hell hornet, Garuda, Ickiller

**Recipe to Make:**  
None

**Use in Recipes:**

Hell scythe = steel scythe + poison moth knife + Hades' helm  
Full moon ring = poison moth knife + gold ring

## FALCON KNIFE

Buy: 7700

Sell: 4400



**Description:** A magical dagger that lends its user the agility to attack twice in rapid succession.

**Attack:** 34

**Equipped by:** Jessica

**Special:** Attacks twice.

**Buy:** Argonia (during/after bazaar), Orkuts

**Recipe to Make:**

Falcon knife = tough guy tattoo + slime earrings + agility ring

**Use in Recipes:**

None

## ASSASSIN'S DAGGER

Buy: N/A

Sell: 1250



**Description:** A compact knife made especially for assassins.

**Attack:** 37

**Equipped by:** Jessica

**Special:** None

**Find:** Arcadia Region (chest)  
**Obtain:** Jumping jackal, Jackal ripper, Claws, Anchorman

**Recipe to Make:**

Assassin's dagger = poison needle + eagle dagger

**Use in Recipes:**

Imp knife = assassin's dagger + devil's tail

## EAGLE DAGGER

Buy: 3900

Sell: 1950



**Description:** A short sword with a blade as sharp as an eagle's talons.

**Attack:** 39

**Equipped by:** Jessica

**Special:** None

**Buy:** Savella Cathedral  
**Find:** W Argonia (chest)  
**Obtain:** Hades condor, Elysium bird

**Recipe to Make:**  
None

**Use in Recipes:**

Assassin's dagger = poison needle + eagle dagger

## IMP KNIFE

Buy: N/A

Sell: 2250



**Description:** A knife capable of stealing MP from the targets it strikes.

**Attack:** 52

**Equipped by:** Jessica

**Special:** May absorb MP from enemies you hit.

**Obtain:** Alchemy only

**Recipe to Make:**

Imp knife = assassin's dagger + devil's tail

**Use in Recipes:**

None

## ICICLE DIRK

Buy: N/A

Sell: 4000



**Description:** A short sword with a blade of ice. Generates a blizzard when used as an item during battle.

**Attack:** 52

**Equipped by:** Jessica

**Special:** Deals additional ice-type damage to target. When used in combat, casts Crackle on enemy group.

**Find:** Herb Grotto (chest), Black Citadel (barrel)

**Recipe to Make:**  
None

**Use in Recipes:**

Blizzard blade = bastard sword + icicle dirk + cold cheese  
Ice shield = icicle dirk + magic shield



# WHIPS

## SWORD BREAKER



**Description:** A special sword with a serrated edge designed to trap and break the blade of an opponent's sword.

**Attack:** 56

**Equipped by:** Jessica

**Special:** None

**Buy:** Arcadia

**Recipe to Make:**  
None

**Use in Recipes:**  
None

**Buy:** 5500

**Sell:** 2750

## LEATHER WHIP



**Description:** A whip made from tanned leather. Capable of hitting multiple enemies in a single lash.

**Attack:** 6

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Received:** Jessica's starting equipment  
**Find:** Pickham Region (chest)  
**Obtain:** Terror tabby, King squid

**Recipe to Make:**  
Leather whip = devil's tail + saint's ashes

**Use in Recipes:**  
Snakeskin whip = leather whip + scale shield  
Leather kilt = leather whip + bandana

**Buy:** N/A

**Sell:** 85

## THORN WHIP



**Description:** A whip covered in thorns. Capable of hitting multiple enemies in a single lash.

**Attack:** 14

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Buy:** Peregrin Quay, Simpleton  
**Obtain:** Dragonthorn, Redtail hipster, Snapdragon

**Recipe to Make:**  
None

**Use in Recipes:**  
None

**Buy:** 350

**Sell:** 175

## SNAKESKIN WHIP



**Description:** A whip made from snake scales. Capable of hitting multiple enemies in a single lash.

**Attack:** 23

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Obtain:** Eeveel, Poison eveal

**Recipe to Make:**  
Snakeskin whip = leather whip + scale shield

**Use in Recipes:**  
Dragontail whip = snakeskin whip + dragon scale + dragon scale

**Buy:** N/A

**Sell:** 1250

## CHAIN WHIP



**Description:** A whip made from sturdy metal chain. Capable of hitting multiple enemies in a single lash.

**Attack:** 32

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Buy:** Argonia (during/after bazaar), Neos  
**Obtain:** Mars rover, Frost wyvine

**Recipe to Make:**  
None

**Use in Recipes:**  
Hunter's bow = chain whip + short bow  
Chain mail = chain whip + wayfarer's clothes

**Buy:** 2200

**Sell:** 1100

## DRAGONTAIL WHIP



**Description:** A whip made from the bones of a dragon's tail.

**Attack:** 47

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Obtain:** Alchemy only

**Recipe to Make:**  
Dragontail whip = snakeskin whip + dragon scale + dragon scale

**Use in Recipes:**  
None

**Buy:** N/A

**Sell:** 7400

## SPIKED STEEL WHIP



**Description:** A powerful whip covered in painful-looking steel barbs.

**Attack:** 62

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Buy:** Orkuts  
**Find:** Red's Den (chest)  
**Obtain:** Snapdragon

**Recipe to Make:**  
None

**Use in Recipes:**  
None

**Buy:** 8300

**Sell:** 4300

## DEMON WHIP



**Description:** A magical whip surrounded by an air of danger.

**Attack:** 72

**Equipped by:** Jessica

**Special:** Hits each enemy in a group. Curses wielder when equipped, wielder is unable to move in first turn of combat.

**Find:** Dark Godbird's Eyrie (chest)  
**Obtain:** Hellstalker

**Recipe to Make:**  
Demon whip = scourge whip + devil's tail

**Use in Recipes:**  
Scourge whip = demon whip + saint's ashes

**Buy:** N/A

**Sell:** 3500

## SCOURGE WHIP



**Description:** A fiercely powerful whip that blasts its target with explosive force.

**Attack:** 99

**Equipped by:** Jessica

**Special:** Hits each enemy in a group.

**Obtain:** Alchemy only

**Recipe to Make:**  
Scourge whip = demon whip + saint's ashes

**Use in Recipes:**  
Demon whip = scourge whip + devil's tail

**Buy:** N/A

**Sell:** 9250



# STAVES

## GRINGHAM WHIP



Buy: N/A

Sell: 10000

**Description:** A legendary whip. Capable of hitting all enemies in a single lash.

**Attack:** 127

**Equipped by:** Jessica

**Special:** Hits all enemies.

**Token Trade:** Baccarat (200,000 tokens)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## WIZARD'S STAFF



Buy: 1300

Sell: 650

**Description:** Launches tiny fireballs at enemies when used as an item in battle.

**Attack:** 15

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Frizz at a single target for 11-22 points of damage.

**Buy:** Ascantha, Simpleton

**Find:** Wisher's Peak (chest), Arcadia (cabinet)

**Obtain:** Lump mage, Witch, Lump shaman, Lump wizard, Demon thunderer, Siren

**Recipe to Make:** None

**Use in Recipes:**

Magma staff = wizard's staff + rockbomb shard + rockbomb shard  
Staff of antimagic = wizard's staff + rune staff

## LIGHTNING STAFF



Buy: N/A

Sell: 2300

**Description:** Hurls vicious thunderbolts at the enemy when used as an item in battle.

**Attack:** 24

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Zap on one enemy group for 29-56 points of damage.

**Find:** W Argonia (chest)

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## MAGMA STAFF



Buy: N/A

Sell: 2500

**Description:** Shows all enemies with burning magma when used as an item in battle.

**Attack:** 28

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Bang on all enemies for 20-40 points of damage.

**Obtain:** Alchemy only

**Recipe to Make:**  
Magma staff = wizard's staff + rockbomb shard

**Use in Recipes:**  
None

## RUNE STAFF



Buy: N/A

Sell: 3150

**Description:** Raises the defence of all allies when used as an item in battle.

**Attack:** 30

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Kabuff to raise the defence of all party members.

**Token Trade:** Pickham (3000 tokens)

**Find:** Pickham (chest)

**Obtain:** Wight priest

**Recipe to Make:** None

**Use in Recipes:**

Shamshir of light = rune staff + light shield + shimmering dress  
Staff of antimagic = wizard's staff + rune staff  
Staff of resurrection = Yggdrasil leaf + rune staff + life bracer

## STAFF OF DIVINE WRATH



Buy: N/A

Sell: 2500

**Description:** Launches an enormous whirlwind at the enemy when used as an item in battle.

**Attack:** 35

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Swoosh on one enemy group for 32-64 points of damage.

**Received:** From Princess Minnie (45 medals)

**Obtain:** Ice queen

**Recipe to Make:**  
None

**Use in Recipes:**  
None

## STAFF OF ANTIMAGIC



Buy: N/A

Sell: 3000

**Description:** Prevents an enemy from casting spells when used as an item in battle.

**Attack:** 41

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Fizzle on an enemy group.

**Find:** Tryan Gully (chest)

**Recipe to Make:**  
Staff of antimagic = wizard's staff + rune staff

**Use in Recipes:**  
None

## STAFF OF RESURRECTION



Buy: 45000

Sell: 22500

**Description:** May raise a fallen ally from the dead when used as an item in battle.

**Attack:** 77

**Equipped by:** Jessica, Angelo

**Special:** When used in combat, casts Zing on ally (50% chance of resurrection).

**Buy:** Tryan Gully

**Recipe to Make:**  
Staff of resurrection = Yggdrasil leaf + rune staff + life bracer

**Use in Recipes:**  
None

## MAGICAL MACE



Buy: 9000

Sell: 4500

**Description:** Occasionally steals MP from the enemies it hits.

**Attack:** 79

**Equipped by:** Jessica, Angelo

**Special:** May absorb MP from enemies you hit.

**Buy:** Empycchu, Dark Empycchu

**Find:** Isolated Plateau (chest)

**Recipe to Make:**  
None

**Use in Recipes:**  
Magical skirt = magical mace + bandit's grass skirt + magical hat



# BOWS

## SHORT BOW



Buy: 750

Sell: 375

**Description:** A light and easy-to-handle bow for novice archers.

**Attack:** 23

**Equipped by:** Angelo

**Special:** None

**Buy:** Ascantha

**Obtain:** Bodkin bowyer

### Recipe to Make:

None

### Use in Recipes:

Hunter's bow = chain whip + short bow

## HUNTER'S BOW



Buy: 1700

Sell: 850

**Description:** A standard bow, popular among adventurers for its blend of power and convenience.

**Attack:** 30

**Equipped by:** Angelo

**Special:** None

**Buy:** Pickham

**Obtain:** Hunter mech, Bodkin fletcher

### Recipe to Make:

Hunter's bow = chain whip + short bow

Hunter's bow = cypress stick + cypress stick + strength ring

### Use in Recipes:

Eros' bow = hunter's bow + garter

## EROS' BOW



Buy: N/A

Sell: 5800

**Description:** A bow of illusions that fires arrows which can confuse their target.

**Attack:** 45

**Equipped by:** Angelo

**Special:** May confuse enemies it hits.

**Obtain:** Alchemy only

### Recipe to Make:

Eros' bow = hunter's bow + garter

### Use in Recipes:

Cheiron's bow = Eros' bow + power shield

Odin's bow = Eros' bow + Cheiron's bow + great bow

## CHEIRON'S BOW



Buy: N/A

Sell: 4500

**Description:** When used as an item in battle, this bow restores 30 or more HP to all allies.

**Attack:** 63

**Equipped by:** Angelo

**Special:** When used in combat, each party member recovers around 30 HP.

**Find:** Rydon's Tower (chest)

### Recipe to Make:

Cheiron's bow = Eros' bow + power shield

### Use in Recipes:

Odin's bow = Eros' bow + Cheiron's bow + great bow

## GREAT BOW



Buy: 28000

Sell: 14000

**Description:** An enormous bow designed to fire special arrows with tremendous force.

**Attack:** 95

**Equipped by:** Angelo

**Special:** None

**Buy:** Tryan Gully

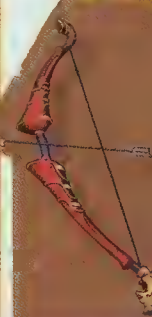
### Recipe to Make:

None

### Use in Recipes:

Odin's bow = Eros' bow + Cheiron's bow + great bow

## ODIN'S BOW



Buy: N/A

Sell: 48000

**Description:** An extraordinarily powerful bow with a god-like capacity for devastation.

**Attack:** 125

**Equipped by:** Angelo

**Special:** None

**Obtain:** Alchemy only

### Recipe to Make:

Odin's bow = Eros' bow + Cheiron's bow + great bow

### Use in Recipes:

None



# ALCHEMY POT RECIPES

It takes King Trode time to work out the kinks in the alchemy pot, so it doesn't become available until you've completed the first couple of tasks. When you get it, the "Alchemy Pot" option is added to the list in the Misc. menu tab. From the alchemy screen, you can scroll through each character's personal inventory as well as the contents of the bag in search of ingredients. Usable items are displayed normally. If an item's name is grayed out, it is unavailable either because the item is equipped by a character or unusable in any recipes.

When you first receive the alchemy pot, it can only handle two ingredients. At a later point in the quest, it is upgraded to handle three items, allowing for more complex recipes.



ALCHEMY POT  
RECIPI

## THE MIXING PROCESS

If the chosen ingredients don't form a working recipe, the pot spits them back out. If the ingredients can form a new item, however, the pot will require time to work. The amount of time varies, based primarily on the value of the item being created. It won't take long to turn a pair of medicinal herbs into strong medicine, but making a weapon or armament worth 10,000+ gold coins will take much longer.

You won't always have access to the alchemy pot. For example, the wagon stays behind when you enter a dungeon. Additionally, you won't have access to it at certain points in the storyline. The mixing continues whether you're near the pot or not, so put in more time-consuming recipes before entering dungeon areas.

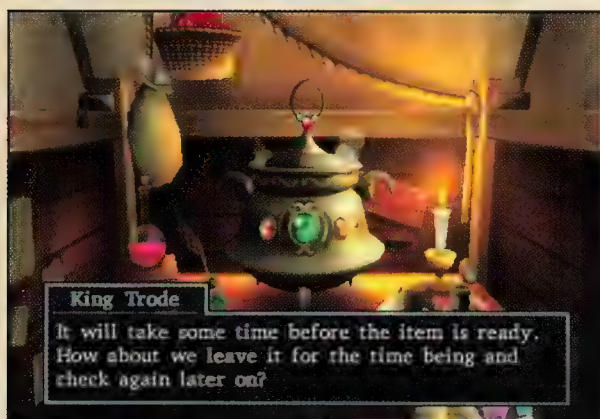
The duration of the alchemical process is based not on actual time, but on the number of footsteps you take. Travelling by sabrecat or ship will not speed up the process, but walking on the field will make the mixing process go about 50% faster than it does when walking in towns or dungeons. Note that you just need to walk; you don't actually have to go anywhere.



## FINDING RECIPE HINTS

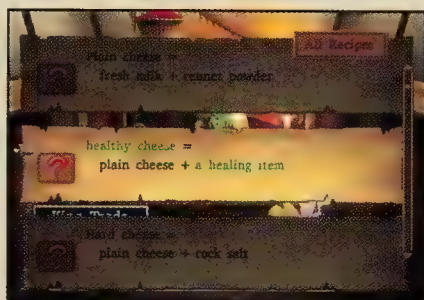
You can craft new items from all sorts of different ingredients. Occasionally, it's as simple as mixing two weapons to make a more powerful weapon of the same type, but you'll usually need to think a little more creatively. Try combining weapons with armour and accessories for better results.

For the most part, recovery items can only be combined with other recovery items but there are a few times when a recovery item can be mixed with a weapon or armament. Also, pay special attention to items that have no function; these may exist solely as alchemy pot ingredients and are often a requirement for the game's best recipes.





It is not possible to make every item in a single game. Some recipes require unique ingredients, of which only one may exist. Before you make a recipe that includes an ingredient that can't be easily purchased or remade from available ingredients, you may want to save your game just in case the resultant item is not worth the sacrifice.



## NOTEWORTHY INGREDIENTS

**Fresh milk and rennet powder:** These are the basic ingredients for making cheese.

**Moulds:** These are used exclusively to flavour cheeses.

**Metals and minerals:** Rare materials like gold nuggets and orichalcum are used primarily for making exceptional weapons and armaments.

**Monster parts:** Items like magic beast hides, wings of bat and dragon scales add a touch of their source's nature to recipes.

**Dung:** Cowpats and dragon dung may ruin some recipes, but they occasionally work to your advantage.

## CURSING AND PURIFYING ITEMS

Saint's ashes and devil's tails appear frequently in recipes. These items work to purify cursed items and curse purified items, respectively. Whenever an item has an air of danger around it, you can try dropping it in the alchemy pot with saint's ashes to remove the curse and reveal a new item. You'll find more cursed items than saint's ashes, however, so use them sparingly.



Devil's tails are a bit harder to use. Just because you can use them in a recipe doesn't mean you should; they'll often ruin perfectly good items by cursing them. But certain weapons and types of armour can benefit from the taint of evil. As a general rule, the devil's tail will have a positive effect when it's one of three ingredients, but not when it's one of two (the imp knife is an exception).

## POTENTIAL PERILS OF ALCHEMY

Just because a recipe works doesn't mean it will work to your advantage. While most recipes create an item that is better than its constituent ingredients, this is not always the case. Be very careful of recipes that involve magic beast hides or devil's tails, since these can often ruin or curse items. However, either can be a great asset when used in the right recipe.

## ARTISAN CHEESES AND FOR-PROFIT ALCHEMY

Once you get the hang of alchemy, you should keep the alchemy pot running full time, even if you don't particularly want the items it produces. Many items are worth more than the sum of their ingredients, so you can purchase cheap ingredients, whip up items and sell them for gold coins.

This is true of many weapons and armaments, but no item is as profitable as cheese. The constituent ingredients in cheese are fresh milk, rennet powder, rock salt, and moulds, all of which can be found frequently and, later on, purchased for small sums. Hard cheese, soft cheese, and chunky cheese all sell for around 500 gold coins and require ingredients with barely one-tenth of that cost.



Other highly profitable items, which require easily purchasable ingredients to make, include strong medicines, mystifying mixtures, and turbans. Much later in the game, you can clear a 10,000 gold coins profit from a two-stage recipe: Make white shields out of light shield and fresh milk, then buy mirror shields in Tryan Gully to make high value saintess shields.

**Plain cheese** = fresh milk + rennet powder

**Hard cheese** = plain cheese + rock salt

**Soft cheese** = fresh milk + rennet powder + rock salt

**Chunky cheese** = plain cheese + magic water

**Strong medicine** = medicinal herb + medicinal herb

INGREDIENT COST: 16 GOLD COINS

RESALE VALUE: 88 GOLD COINS

**Turban** = bandana + bandana

INGREDIENT COST: 90 GOLD COINS

RESALE VALUE: 205 GOLD COINS

**Mystifying mixture** = medicinal herb + antidotal herb + moonwort bulb

INGREDIENT COST: 48 GOLD COINS

RESALE VALUE: 280 GOLD COINS

**Saintess shield** = white shield + mirror shield + holy water

INGREDIENT COST: 17330 GOLD COINS

RESALE VALUE: 28000 GOLD COINS



# RECIPE LIST

## USABLE ITEMS

-  **Strong medicine** = medicinal herb + medicinal herb
-  **Special medicine** = strong medicine + strong medicine
-  **Rose-root** = medicinal herb + medicinal herb + medicinal herb
-  **Rose-root** = strong medicine + medicinal herb
-  **Amor seco essence** = holy water + strong medicine
-  **Strong antidote** = medicinal herb + antidotal herb
-  **Special antidote** = strong antidote + strong antidote
-  **Special antidote** = medicinal herb + antidotal herb + antidotal herb
-  **Rose-wort** = medicinal herb + medicinal herb + moonwort bulb
-  **Rose-wort** = strong medicine + moonwort bulb
-  **Moon's mercy** = moonwort bulb + moonwort bulb + moonwort bulb
-  **Lesser panacea** = special medicine + special medicine
-  **Greater panacea** = special medicine + special medicine + special medicine
-  **Greater panacea** = lesser panacea + rose-root + rose-wort
-  **Yggdrasil dew** = Yggdrasil leaf + magic water
-  **Magic water** = holy water + seed of magic
-  **Elfin elixir** = Yggdrasil dew + magic water
-  **Holy water** = amor seco essence + rock salt
-  **Chimaera wing** = wing of bat + wing of bat
-  **Mystifying mixture** = holy water + wing of bat + cowpat
-  **Mystifying mixture** = medicinal herb + antidotal herb + moonwort bulb
-  **Sage's stone** = gold nugget + orichalcum + Yggdrasil dew
-  **Timbrel of tension** = sun crown + tough guy tattoo + magic beast hide

## CHEESES

-  **Plain cheese** = fresh milk + rennet powder
-  **Plain cheese** = scorching cheese + c-c-cold cheese
-  **Spicy cheese** = plain cheese + red mould
-  **Super spicy cheese** = spicy cheese + nook grass
-  **Super spicy cheese** = spicy cheese + red mould + red mould
-  **Scorching cheese** = super spicy cheese + premium mould + dragon dung
-  **Cool cheese** = plain cheese + waterweed mould
-  **Chilly cheese** = cool cheese + waterweed mould
-  **Cold cheese** = chilly cheese + waterweed mould + waterweed mould
-  **C-c-cold cheese** = cold cheese + premium mould + dragon dung
-  **Mild cheese** = plain cheese + amor seco essence
-  **Cured cheese** = fresh milk + premium mould + amor seco essence
-  **Angel cheese** = fresh milk + premium mould + Yggdrasil dew
-  **Hard cheese** = plain cheese + rock salt
-  **Soft cheese** = fresh milk + rennet powder + rock salt
-  **Chunky cheese** = plain cheese + magic water
-  **Highly-strung cheese** = super spicy cheese + cold cheese + rock salt

ALCHEMY POT  
RECIPES

## INGREDIENTS

-  **Premium mould** = red mould + waterweed mould + Yggdrasil leaf
-  **Thief's key** = bronze knife + iron nail



## SWORDS



**Copper sword** = bronze knife + bronze knife



**Rusty old sword** = liquid metal sword + mystifying mixture + cowpat



**Holy silver rapier** = Templar's sword + holy talisman



**Über falcon blade** = falcon blade + meteorite bracer



**Fallen angel rapier** = holy silver rapier + devil's tail + wing of bat



**Zombie slayer** = zombiesbane + holy talisman



**Double-edged sword** = über double-edge + devil's tail



**Über double-edge** = double-edged sword + saint's ashes + saint's ashes



**Mercury's rapier** = fallen angel rapier + Mercury's bandana + Mercury's bandana



**Dragon slayer** = dragonsbane + mighty armlet



**Blizzard blade** = bastard sword + icicle dirk + cold cheese



**Über miracle sword** = miracle sword + life bracer



**Shamshir of light** = rune staff + light shield + shimmering dress



**Liquid metal sword** = rusty old sword + slime crown + orichalcum

## SPEARS



**Iron lance** = cypress stick + dagger



**Long spear** = cypress stick + cypress stick + iron lance



**Holy lance** = long spear + gold rosary



**Sandstorm spear** = partisan + saint's ashes



**Demon spear** = battle fork + poison needle + devil's tail

## BOOMERANGS



**Reinforced boomerang** = boomerang + iron nail



**Razor wing boomerang** = edged boomerang + wing of bat + steel scythe



**Flametang boomerang** = swallowtail + flame shield



**Metal wing boomerang** = razor wing boomerang + metal king spear

## AXES



**Stone axe** = stone hardhat + cypress stick



**Golden axe** = iron axe + gold nugget



**Iron axe** = farmer's scythe + farmer's scythe



**Bandit axe** = battle-axe + thief's key



**Moon axe** = golden axe + moon's mercy



**King axe** = golden axe + slime crown

## HAMMERS



**Sledgehammer** = giant mallet + iron helmet + iron helmet



**Über war hammer** = war hammer + mighty armlet



**Megaton hammer** = Über war hammer + conquerer's axe + orichalcum

## SCYTHES



**Hell scythe** = steel scythe + poison moth knife + Hades' helm

## DAGGERS



**Falcon knife** = slime earrings + tough guy tattoo + agility ring



**Assassin's dagger** = eagle dagger + poison needle



**Imp knife** = assassin's dagger + devil's tail

## WHIPS



**Leather whip** = devil's tail + saint's ashes



**Snakeskin whip** = leather whip + scale shield



**Dragontail whip** = snakeskin whip + dragon scale + dragon scale



**Demon whip** = scourge whip + devil's tail



**Scourge whip** = demon whip + saint's ashes

## STAVES



**Magma staff** = wizard's staff + rockbomb shard



**Staff of antimagic** = wizard's staff + rune staff



**Staff of resurrection** = rune staff + life bracer + Yggdrasil leaf



## BOWS



**Hunter's bow** = short bow + chain whip



**Hunter's bow** = cypress stick + cypress stick + strength ring



**Eros' bow** = hunter's bow + garter



**Cheiron's bow** = Eros' bow + power shield



**Odin's bow** = Cheiron's bow + Eros' bow + great bow

## ARMOUR



**Wayfarer's clothes** = plain clothes + plain clothes



**Boxer shorts** = bandit's grass skirt + bandana



**Leather armour** = wayfarer's clothes + magic beast hide



**Leather kilt** = leather whip + bandana



**Leather kilt** = boxer shorts + magic beast hide



**Templar's uniform** = wayfarer's clothes + Templar's shield



**Leather dress** = dancer's costume + magic beast hide



**Scale armour** = leather armour + dragon scale



**Chain mail** = wayfarer's clothes + chain whip



**Bronze armour** = chain mail + bronze shield



**Iron cuirass** = iron shield + iron shield



**Fur poncho** = magic beast hide + magic beast hide



**Robe of serenity** = cloak of evasion + boxer shorts



**Bunny suit** = silk bustier + bunny tail



**Zombie mail** = silver mail + zombiesbane



**Zombie mail** = platinum mail + devil's tail



**Silver cuirass** = iron cuirass + silver platter + silver platter



**Sage's robe** = magic vestment + scholar's cap



**Magical skirt** = bandit's grass skirt + magical hat + magical mace



**Magic armour** = full plate armour + prayer ring + ruby of protection



**Dancer's mail** = silver mail + dancer's costume



**Dragon mail** = silver mail + dragon scale + dragon scale



**Shimmering dress** = spangled dress + ruby of protection + gold bracer

## ARMOUR (CONT.)



**Spiked armour** = magic armour + edged boomerang



**Platinum mail** = zombie mail + saint's ashes



**Angel's robe** = flowing dress + magical skirt



**Bandit mail** = heavy armour + bandit axe + bandit's grass skirt



**Crimson robe** = sage's robe + magic water + nook grass



**Dark robe** = cloak of evasion + devil's tail + wing of bat



**Mirror armour** = silver mail + mirror shield + mirror shield



**Princess's robe** = angel's robe + gold rosary + shimmering dress



**Gigant armour** = bandit mail + mighty armlet + mighty armlet



**Divine bustier** = dangerous bustier + shimmering dress



**Metal king armour** = liquid metal armour + slime crown + orichalcum

ALCHEMY POT  
RECIPES

## SHIELDS



**Leather shield** = pot lid + magic beast hide



**Scale shield** = leather shield + dragon scale



**Bronze shield** = leather shield + bronze knife



**Templar's shield** = iron shield + Templar's uniform



**White shield** = light shield + fresh milk + fresh milk



**White shield** = iron shield + silver platter



**Magic shield** = steel shield + prayer ring + ruby of protection



**Dragon shield** = steel shield + dragon scale + dragon scale



**Ice shield** = magic shield + icicle dirk



**Flame shield** = magic shield + flametang boomerang



**Power shield** = magic shield + strength ring + cured cheese



**Saintess shield** = mirror shield + white shield + holy water



**Silver shield** = mirror shield + amor seco essence + magic water



**Ruinous shield** = metal king shield + devil's tail



**Thanatos' shield** = goddess shield + devil's tail



**Goddess shield** = Thanatos' shield + saint's ashes



**Metal king shield** = ruinous shield + saint's ashes + orichalcum



## HELMETS



**Pointy hat** = leather hat + iron nail



**Turban** = bandana + bandana



**Feathered cap** = leather hat + chimaera wing



**Bunny ears** = hairband + bunny tail



**Stone hardhat** = stone axe + pointy hat



**Fur hood** = feathered cap + fur poncho



**Hermes' hat** = feathered cap + Mercury's bandana



**Bronze helmet** = stone hardhat + bronze knife + bronze knife



**Mercury's bandana** = bandana + agility ring



**Silver tiara** = coral hairpin + silver platter



**Happy hat** = feathered cap + elevating shoes



**Scholar's cap** = magical hat + scholar's specs



**Hades' helm** = mythrill helm + devil's tail



**Thinking cap** = scholar's cap + iron headgear



**Myrthril helm** = Hades' helm + saint's ashes



**Raging bull helm** = mythrill helm + cowpat + fresh milk



**Golden tiara** = thinking cap + silver tiara + gold nugget



**Phantom mask** = iron headgear + dark robe



**Skull helm** = sun crown + devil's tail



**Sun crown** = skull helm + saint's ashes

## ACCESSORIES



**Strength ring** = prayer ring + seed of strength



**Titan belt** = leather kilt + strength ring



**Mighty armlet** = strength ring + titan belt



**Life bracer** = recovery ring + gold bracer



**Prayer ring** = gold ring + seed of magic



**Ring of truth** = gold ring + sandstorm spear



**Ring of immunity** = gold ring + poison needle



**Holy talisman** = tough guy tattoo + holy water + gold rosary



**Full moon ring** = gold ring + poison moth knife



**Ring of awakening** = gold ring + dream blade



**Ring of clarity** = gold ring + fallen angel rapier



**Recovery ring** = prayer ring + seed of life



**Catholicon ring** = full moon ring + ring of truth + ring of immunity



**Ruby of protection** = prayer ring + seed of defence



**Elevating shoes** = fishnet stockings + happy hat



**Agility ring** = prayer ring + seed of agility



**Meteorite bracer** = agility ring + agility ring + orichalcum



**Skull ring** = sorcerer's ring + devil's tail



**Sorcerer's ring** = skull ring + saint's ashes + saint's ashes



**Scholar's specs** = ring of awakening + ring of clarity + seed of wisdom



**Goddess ring** = recovery ring + orichalcum

### IS THAT ALL?

For those who are willing to experiment, there may just be some other recipes available. Invest some time with the alchemy pot and you may uncover something special!



# MONSTER APPENDIX

This appendix contains detailed statistical information for each of the game's 260 normal monsters. They're presented in numerical order, as in the game's Battle Records menu. If you can find and defeat all of them, you'll complete the Battle Records screen and earn a prize. Note that we can't show certain bosses here, lest we spoil the surprise.

**1: SLIME**



HP 7  
MP 0  
ATK 10  
DEF 8  
AGI 6

**Description:** A well-known monster commonly encountered throughout the world. Quite intelligent. Some have even managed to learn the human tongue.

1 EXP 1

|             |                                                                                                                               |
|-------------|-------------------------------------------------------------------------------------------------------------------------------|
| NORMAL ITEM | Medicinal herb                                                                                                                |
| RARE ITEM   | Amor seco essence                                                                                                             |
| REGIONS     | Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Unnamed Isle, Baccarat Region, Areas Accessible By Air |

**2: CANDY CAT**



HP 10  
MP 0  
ATK 11  
DEF 9  
AGI 6

**Description:** A happy-go-lucky, good-natured monster. Born with only one stripe, it grows another with each passing year.

2 EXP 2

|             |                                                              |
|-------------|--------------------------------------------------------------|
| NORMAL ITEM | Medicinal herb                                               |
| RARE ITEM   | Bandit's grass skirt                                         |
| REGIONS     | Farebury Region, Kingdom of Trodain, Areas Accessible By Air |

**3: LIPS**



HP 11  
MP 0  
ATK 12  
DEF 8  
AGI 5

**Description:** A slug-like creature with distinctively large lips. They seem to greet one another with big, sloppy kisses!

3 EXP 2

|             |                 |
|-------------|-----------------|
| NORMAL ITEM | Medicinal herb  |
| RARE ITEM   | Moonwort bulb   |
| REGIONS     | Farebury Region |

**4: DRACKY**



HP 10  
MP 0  
ATK 12  
DEF 9  
AGI 8

**Description:** A bat-like monster that flies freely through the night sky. According to one account, they're born in a world without light.

3 EXP 2

|             |                                                                                        |
|-------------|----------------------------------------------------------------------------------------|
| NORMAL ITEM | Medicinal herb                                                                         |
| RARE ITEM   | Chimaera wing                                                                          |
| REGIONS     | Farebury Region, Kingdom of Trodain, Waterfall Cave, Isolated Plateau, Godbird's Eyrie |

**5: SATYR**



HP 13  
MP 0  
ATK 14  
DEF 9  
AGI 7

**Description:** The large horns above each ear fall off and grow back every year. The hornpipes they carry are carved from their old horns.

4 EXP 3

|             |                    |
|-------------|--------------------|
| NORMAL ITEM | Plain clothes      |
| RARE ITEM   | Wayfarer's clothes |
| REGIONS     | Farebury Region    |

**6: CAPSICHUM**



HP 15  
MP 4  
ATK 12  
DEF 10  
AGI 6

**Description:** A distinctive monster shaped like a pepper. In their culture, two is always better than one, so they stick together with the help of a large skewer!

3 EXP 3

|             |                 |
|-------------|-----------------|
| NORMAL ITEM | Cypress stick   |
| RARE ITEM   | Copper sword    |
| REGIONS     | Farebury Region |

**7: BUNICORN**



HP 16  
MP 0  
ATK 13  
DEF 8  
AGI 10

**Description:** A rabbit-like monster with a distinctive single horn growing from the middle of its forehead. Unlike normal rabbits, they are determinedly carnivorous, using their sharp horns to spear prey.

5 EXP 5

|             |                 |
|-------------|-----------------|
| NORMAL ITEM | Leather hat     |
| RARE ITEM   | Bunny tail      |
| REGIONS     | Farebury Region |

**8: SHE-SLIME**



HP 18  
MP 0  
ATK 16  
DEF 15  
AGI 25

**Description:** Slimes of a different colour, apparently due to a sudden mutation. Although commonly referred to as 'she-slimes', their true gender remains unknown.

6 EXP 8

|             |                                                             |
|-------------|-------------------------------------------------------------|
| NORMAL ITEM | Medicinal herb                                              |
| RARE ITEM   | Slime earrings                                              |
| REGIONS     | Maella Region, Kingdom of Ascantha, Areas Accessible By Air |

**9: FIRESPIRIT**



HP 14  
MP 3  
ATK 9  
DEF 9  
AGI 9

**Description:** A physical manifestation of fire magic. As this monster lacks a material body, most physical attacks pass right through it. Try raising your tension when fighting them.

4 EXP 5

|             |                                 |
|-------------|---------------------------------|
| NORMAL ITEM | Holy water                      |
| RARE ITEM   | Amor seco essence               |
| REGIONS     | Farebury Region, Waterfall Cave |

**10: MISCHIEVOUS MOLE**



HP 15  
MP 0  
ATK 14  
DEF 12  
AGI 6

**Description:** Small but seriously strong. Once they psyche themselves up, these pint-sized pests can inflict some serious damage.

5 EXP 4

|             |                                                                |
|-------------|----------------------------------------------------------------|
| NORMAL ITEM | Medicinal herb                                                 |
| RARE ITEM   | Oaken club                                                     |
| REGIONS     | Land of the Moles, Waterfall Cave, Beneath Ascantha, Mole Hole |

**11: MECHA-MYNAH**



HP 9  
MP 4  
ATK 16  
DEF 27  
AGI 9

**Description:** The mechanical bodies of these birds weigh more than Yangus after a big dinner! They have a tendency to snap the tree branches where they roost and fall to earth with a metallic clunk.

8 EXP 5

|             |                                                    |
|-------------|----------------------------------------------------|
| NORMAL ITEM | Pot lid                                            |
| RARE ITEM   | Chimaera wing                                      |
| REGIONS     | Farebury Region, Alexandria Region, Waterfall Cave |

**12: BUBBLE SLIME**



HP 20  
MP 0  
ATK 13  
DEF 10  
AGI 8

**Description:** These sticky masses of muck are poisonous to the touch. Once a traveller comes into contact with a bubble slime's body in battle, the effects of the poison will persist until the individual is cured.

7 EXP 5

|             |                                                                              |
|-------------|------------------------------------------------------------------------------|
| NORMAL ITEM | Antidotal herb                                                               |
| RARE ITEM   | Moonwort bulb                                                                |
| REGIONS     | Farebury Region, Waterfall Cave, Tower of Alexandra, Areas Accessible By Air |



**13: DANCING DEVIL** FAMILY: DEMON



**Description:** A race of demons wearing what appear to be bright blue pants. They are rumoured to drop them when defeated.

20  
0  
16  
14  
14

GOLD: 10 EXP: 7

NORMAL ITEM Chimaera wing  
RARE ITEM Boxer shorts  
REGIONS Farebury Region, Kingdom of Trodain, Waterfall Cave

**20: FENCING FOX** FAMILY: BEAST



**Description:** These foppish fiends leave foes floundering with their flamboyant foil-work. When not showing off their skill with a sword, they like to demonstrate their dazzling dancing.

25  
8  
28  
20  
16

GOLD: 16 EXP: 20

NORMAL ITEM Wayfarer's clothes  
RARE ITEM Gold bracer  
REGIONS Alexandria Region

**14: BODKIN ARCHER** FAMILY: HUMANOID



**Description:** Diminutive but resourceful monsters. Upon encountering an enemy, they keep their distance and let fly with long-range bow and arrow attacks.

21  
2  
22  
18  
12

GOLD: 8 EXP: 10

NORMAL ITEM Bandana  
RARE ITEM Plain cheese  
REGIONS Alexandria Region, Kingdom of Trodain

**21: HEALSLIME** FAMILY: SLIME



**Description:** A kindly slime that never hesitates to help comrades by casting healing spells, even when in danger itself. All in all, a supportive little monster.

24  
12  
19  
21  
15

GOLD: 13 EXP: 18

NORMAL ITEM Medicinal herb  
RARE ITEM Amor seco essence  
REGIONS Kingdom of Ascantha, Kingdom of Trodain, Tower of Alexandria, Wishers' Peak, Areas Accessible By Air

**15: SKIPPER** FAMILY: MATERIAL



**Description:** A hairy fur ball of a monster whose love for unwanted old boots manifests itself in much the same way as a hermit crab's love for discarded shells.

21  
5  
20  
17  
22

GOLD: 10 EXP: 12

NORMAL ITEM Medicinal herb  
RARE ITEM Bunny tail  
REGIONS Alexandria Region, Waterfall Cave

**22: HAMMERHOOD** FAMILY: HUMANOID



**Description:** Not the largest monster in the world, but amongst the strongest. Their bodies seem even smaller next to the massive wooden mallets they carry. The unwieldiness of these weapons means they frequently miss.

33  
0  
32  
16  
10

GOLD: 9 EXP: 21

NORMAL ITEM Oaken club  
RARE ITEM Giant mallet  
REGIONS Alexandria Region, Waterfall Cave

**16: DRACKMAGE** FAMILY: BIRD



**Description:** Related to the dracky, these monsters have evolved a green colouration to match their woodland habitat. They remain constantly airborne, smoothly dodging attacks whilst casting spells on their opponents.

19  
6  
20  
16  
10

GOLD: 7 EXP: 9

NORMAL ITEM Medicinal herb  
RARE ITEM Chimaera wing  
REGIONS Alexandria Region, Kingdom of Ascantha, Tower of Alexandria, Pickham Region, Kingdom of Trodain

**23: JAILCAT** FAMILY: BEAST



**Description:** A feline monster with stripes reminiscent of a jailhouse convict. Strangely popular among cat lovers. Usually quite playful, but capable of casting spells when provoked.

29  
6  
27  
18  
19

GOLD: 8 EXP: 19

NORMAL ITEM Bandana  
RARE ITEM Plain cheese  
REGIONS Alexandria Region

**17: BEETLEBOY** FAMILY: BUG



**Description:** Despite their weighty appearance, these insectoid monsters are quite swift. They like to tackle their opponents head-on with the help of their huge horns.

16  
0  
26  
36  
16

GOLD: 10 EXP: 12

NORMAL ITEM Medicinal herb  
RARE ITEM Leather hat  
REGIONS Farebury Region, Alexandria Region, Tower of Alexandria, Kingdom of Trodain

**24: FROGFACE** FAMILY: BUG



**Description:** Although quite weak in frog form, their attacks become far more dangerous when they reveal the human faces on their backs.

36  
6  
20  
23  
13

GOLD: 13 EXP: 20

NORMAL ITEM Medicinal herb  
RARE ITEM Amor seco essence  
REGIONS Alexandria Region, Tower of Alexandria

**18: IMP** FAMILY: DEMON



**Description:** Juvenile forms of elite magical monsters. Imps try to cast spells which are far too powerful for them and fail every time.

28  
0  
21  
21  
18

GOLD: 11 EXP: 15

NORMAL ITEM Chimaera wing  
RARE ITEM Cool cheese  
REGIONS Tower of Alexandria

**25: LUMP MAGE** FAMILY: HUMANOID



**Description:** Physically quite weak, but capable of wearing enemies down by repeatedly casting unpleasant spells. Occasionally splits into two when losing a battle.

38  
12  
18  
24  
21

GOLD: 18 EXP: 31

NORMAL ITEM Cypress stick  
RARE ITEM Wizard's staff  
REGIONS Maella Region

**19: FUNGHOUL** FAMILY: PLANT



**Description:** Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. They grow in humid areas like grasslands and deep forests.

22  
0  
21  
18  
14

GOLD: 12 EXP: 13

NORMAL ITEM Antidotal herb  
RARE ITEM Plain cheese  
REGIONS Alexandria Region, Tower of Alexandria

**26: WINKY** FAMILY: DEMON



**Description:** An odd monster in the form of an eyeball with arms and legs. Said to turn red and become very strong when angered.

40  
0  
22  
25  
24

GOLD: 12 EXP: 32

NORMAL ITEM Holy water  
RARE ITEM Magic water  
REGIONS Maella Region, Kingdom of Ascantha



**27: SPIKED HARE** FAMILY: BEAST



42  
0  
34  
24  
26

**Description:** Ignore their cuddly appearance. These monsters are actually ruthless adversaries, capable of decreasing an enemy's tension whilst raising their own.

13 EXP 30

NORMAL ITEM Medicinal herb  
RARE ITEM Bunny tail  
REGIONS Alexandria Region, Kingdom of Ascantha

**34: BAG O' LAUGHS** FAMILY: MATERIAL



34  
10  
31  
29  
31

**Description:** Despite their silly appearance, these monsters are crafty opponents capable of preventing enemies from casting spells.

25 EXP 35

NORMAL ITEM Plain clothes  
RARE ITEM Hairband  
REGIONS Kingdom of Ascantha, Ruined Abbey

**28: CHAINE** FAMILY: BEAST



38  
0  
36  
27  
25

**Description:** Bulldog-like monsters that throw their spiked collars to ensnare enemies and make them easier to hit.

11 EXP 36

NORMAL ITEM Medicinal herb  
RARE ITEM Gold bracer  
REGIONS Maella Region

**35: SKELETON** FAMILY: ZOMBIE



46  
3  
40  
21  
25

**Description:** Human knights that met a foul and painful end. Frustration and sadness at their pitiful fate keeps them in this world as undead monsters.

15 EXP 41

NORMAL ITEM Soldier's sword  
RARE ITEM Templar's uniform  
REGIONS Kingdom of Ascantha, Ruined Abbey

**29: GIANT MOTH** FAMILY: BUG



36  
6  
31  
28  
27

**Description:** A large moth-like monster that flies freely through the air on giant wings. Capable of casting air-based spells on groups of enemies simultaneously.

12 EXP 37

NORMAL ITEM Rennet powder  
RARE ITEM Red mould  
REGIONS Maella Region, Kingdom of Ascantha

**36: METAL SLIME** FAMILY: SLIME



4  
Infinite  
30  
Defence: 4096  
Agility: 65

**Description:** Popular among adventurers for the inordinately large number of experience points they bestow. Although not particularly dangerous, their tendency to flee at the first sign of trouble makes them quite difficult to defeat.

5 EXP 1350

NORMAL ITEM Seed of defence  
RARE ITEM Seed of agility  
REGIONS Kingdom of Ascantha, East Argonia, Unnamed Isle, Ruined Abbey, Areas Accessible By Air

**30: DINGALING** FAMILY: MATERIAL



28  
4  
34  
41  
32

**Description:** A monster shaped like a large bell. Usually does nothing more than watch and laugh, but occasionally calls jargons for help.

16 EXP 31

NORMAL ITEM Hairband  
RARE ITEM Gold bracer  
REGIONS Maella Region

**37: SCORPION** FAMILY: BUG



40  
4  
43  
55  
32

**Description:** Enormous scorpions with impenetrable carapaces. Their defences protect them against all but the most determined physical attacks. Use magic to defeat them.

8 EXP 42

NORMAL ITEM Antidotal herb  
RARE ITEM Iron lance  
REGIONS Maella Region, Kingdom of Ascantha

**31: JARGON** FAMILY: DRAGON



73  
0  
60  
16  
23

**Description:** Physically quite imposing, these monsters are also capable of breathing fire and throwing magical sand from their jars. They appear to enjoy a symbiotic relationship with dingalings.

32 EXP 64

NORMAL ITEM Rennet powder  
RARE ITEM Fresh milk  
REGIONS Maella Region, Kingdom of Ascantha

**38: MORPHEAN MUSHROOM** FAMILY: PLANT



45  
0  
44  
34  
31

**Description:** Mushroom-shaped monsters with a sweet breath that puts enemies to sleep. Commonly encountered in humid areas such as deep forests and grasslands.

11 EXP 40

NORMAL ITEM Red mould  
RARE ITEM Plain cheese  
REGIONS Maella Region, Kingdom of Ascantha

**32: DRACKYMA** FAMILY: BIRD



33  
6  
29  
26  
28

**Description:** Drackymas are the mothers of drackies. The lullabies they use to put their babies to sleep work just as well against their foes in battle.

9 EXP 28

NORMAL ITEM Moonwort bulb  
RARE ITEM Wing of bat  
REGIONS Kingdom of Ascantha, Ruined Abbey, Arcadia Region

**39: BROWNIE** FAMILY: HUMANOID



53  
0  
36  
36  
34

**Description:** Usually calm and timid, these monsters psyche themselves up to become vicious foes when provoked. Their tiny bodies conceal incredible power.

12 EXP 43

NORMAL ITEM Medicinal herb  
RARE ITEM Giant mallet  
REGIONS Maella Region, Kingdom of Ascantha

**33: BULLFINCH** FAMILY: BEAST



40  
0  
37  
29  
24

**Description:** Powerful bird-like monsters that resemble two-legged bulls. Sleepy and lethargic, they are foul-tempered when suddenly awakened.

14 EXP 30

NORMAL ITEM Cowpat  
RARE ITEM Magic beast hide  
REGIONS Maella Region, Ruined Abbey

**40: FLYGUY** FAMILY: BUG



39  
8  
42  
Defence: 35  
Agility: 34

**Description:** A mutant fly grown to human size. Known to carry rare treasures.

16 EXP 44

NORMAL ITEM Cowpat  
RARE ITEM Plain cheese  
REGIONS Kingdom of Ascantha, Ruined Abbey

ESTIMATE



**41: PUPPETEER** FAMILY: HUMANOID



75  
12  
41  
38  
38

21 EXP 45

**Description:** A unique monster that delights in telling its opponents stories using hand-puppets.

NORMAL ITEM Silk robe  
RARE ITEM Slime earrings  
REGIONS Kingdom of Ascantha

**48: CLOCKWORK CUCKOO** FAMILY: MACHINE



32  
0  
43  
111  
44

31 EXP 56

**Description:** These mechanical birds are the result of a mad scientist's twisted experiment. When they detect a target, they become a deadly whirlwind of razor-sharp blades.

NORMAL ITEM Iron nail  
RARE ITEM Dagger  
REGIONS Kingdom of Ascantha, Pickham Region

**42: BODKIN BOWYER** FAMILY: HUMANOID



48  
Infinite  
46  
36  
37

17 EXP 43

**Description:** Great archers in spite of their size. Capable of surrounding opponents and unleashing a fusillade of arrows upon them. When trouble beckons, they swiftly call for reinforcements.

NORMAL ITEM Silk robe  
RARE ITEM Short bow  
REGIONS Kingdom of Ascantha, Wishers' Peak

**49: TREEFACE** FAMILY: PLANT



64  
0  
56  
49  
38

23 EXP 67

**Description:** Rightly feared for their habit of hiding in forests and ambushing travellers. When hurt, they pluck leaves from their own branches to use as healing herbs.

NORMAL ITEM Medicinal herb  
RARE ITEM Strong medicine  
REGIONS Maella Region, Kingdom of Ascantha, Wishers' Peak, Pickham Region, Baccarat Region

**43: NIGHT SNEAKER** FAMILY: MATERIAL



52  
12  
42  
43  
30

20 EXP 52

**Description:** Monsters that skulk around in the dead of night. They are masters of defensive magic and can deflect enemy spells.

NORMAL ITEM Moonwort bulb  
RARE ITEM Bunny tail  
REGIONS Kingdom of Ascantha

**50: KISSER** FAMILY: BUG



49  
0  
46  
39  
42

15 EXP 53

**Description:** Wet and glistening monsters said to carry various moulds that can be used to make special cheeses.

NORMAL ITEM Waterweed mould  
RARE ITEM Red mould  
REGIONS Kingdom of Ascantha, Pickham Region

**44: MUMMY BOY** FAMILY: ZOMBIE



73  
0  
37  
30  
25

9 EXP 55

**Description:** A monster wrapped from head to toe in filthy old bandages. Capable of spitting curses that envelop and immobilize enemies.

NORMAL ITEM Bandana  
RARE ITEM Turban  
REGIONS Kingdom of Ascantha, Ruined Abbey, Wishers' Peak, Dark Ruins, Swordman's Labyrinth

**51: DIEMON** FAMILY: BEAST



64  
10  
31  
44  
43

19 EXP 58

**Description:** Mysterious monsters known for wearing eerie masks. Their real faces are said to be even scarier.

NORMAL ITEM Chimaera wing  
RARE ITEM Magic beast hide  
REGIONS Kingdom of Ascantha, Wishers' Peak

**45: HELL HORNET** FAMILY: BUG



37  
0  
43  
38  
34

12 EXP 51

**Description:** A monster hornet with a paralyzing sting. Be sure to carry moonwort bulbs with you if you think you will encounter these vicious monsters.

NORMAL ITEM Moonwort bulb  
RARE ITEM Poison moth knife  
REGIONS Maella Region, Kingdom of Ascantha, Wishers' Peak

**52: WALKING CORPSE** FAMILY: ZOMBIE



94  
0  
39  
9  
10

11 EXP 59

**Description:** As the name implies, a monstrous rotten corpse. Their foul appearance can cause your tension to decrease suddenly.

NORMAL ITEM Antidotal herb  
RARE ITEM Chain mail  
REGIONS Pickham Region, Ruined Abbey, Wishers' Peak

**46: PAN PIPER** FAMILY: HUMANOID



48  
0  
32  
42  
30

18 EXP 54

**Description:** Half man, half goat, and the worst of both. Usually timid, they turn red if provoked and call for fellow pan pipers to join the fray.

NORMAL ITEM Medicinal herb  
RARE ITEM Leather kilt  
REGIONS Kingdom of Ascantha

**53: FAT BAT** FAMILY: BIRD



52  
5  
53  
Defence: 42  
Agility: 41

9 EXP 61

**Description:** Heavyweight monsters that dive-bomb opponents, body-slaming them to the ground.

NORMAL ITEM Wing of bat  
RARE ITEM Magic beast hide  
REGIONS Kingdom of Ascantha, Wishers' Peak

**47: SLIME KNIGHT** FAMILY: SLIME



52  
4  
49  
45  
32

22 EXP 55

**Description:** Angry at seeing their slime-friends bullied by swaggering adventurers, these courageous little monsters swore an oath to defend them. Now they roam the land as knights on slime steeds!

NORMAL ITEM Slime earrings  
RARE ITEM Templar's shield  
REGIONS Kingdom of Ascantha, Wishers' Peak

**54: NIGHT FOX** FAMILY: HUMANOID



56  
6  
54  
44  
64

16 EXP 56

**Description:** Extremely agile, these monsters are feared for their skilful rapier-work and Mercurial Thrusts.

NORMAL ITEM Rapier  
RARE ITEM Feathered cap  
REGIONS Pickham Region



**55: PAPRIKAN** FAMILY: PLANT



**Description:** A pair of psychotic peppers. Their crazed grins belie their wiliness in battle. They can prevent enemies from using spells, and like to pummel their adversaries with body-slams.

10 EXP 47

NORMAL ITEM Red mould  
RARE ITEM Rapier  
REGIONS Pickham Region

**62: CANNIBOX** FAMILY: MATERIAL



**Description:** A skilful mimic that disguises itself as a treasure chest. It waits quietly to be discovered, then chomps on unwary travellers with its sharp fangs. Occasionally capable of landing devastating attacks.

110 EXP 76

NORMAL ITEM Iron nail  
RARE ITEM Pot lid  
REGIONS Unnamed Isle, Swordsman's Labyrinth

**56: CHIMAERA** FAMILY: BIRD



**Description:** The wings of these monsters are useful items that allow travellers to teleport to previously visited locations instantly.

12 EXP 64

NORMAL ITEM Chimaera wing  
RARE ITEM Hairband  
REGIONS Kingdom of Ascantha, Pickham Region, Land of the Moles, East Argonia

**63: GOODYBAG** FAMILY: MATERIAL



**Description:** An enchanted bag of treasure-turned-monster. Highly resistant to almost every spell, except those that drain its magic.

106 EXP 32

NORMAL ITEM Gold bracer  
RARE ITEM Prayer ring  
REGIONS Swordsman's Labyrinth, Beneath Ascantha

**57: HOOD** FAMILY: HUMANOID



**Description:** Mysterious masked monsters with a nasty habit of hacking down unwary travellers. These vain creatures love to flex their muscles and psyche up in front of their enemies.

14 EXP 66

NORMAL ITEM Stone axe  
RARE ITEM Leather cape  
REGIONS Pickham Region

**64: WITCH** FAMILY: DEMON



**Description:** A sexy she-monster that seduces enemies with her Puff-Puff ability before unleashing a barrage of spells on her hapless foes.

22 EXP 66

NORMAL ITEM Wizard's staff  
RARE ITEM Caster  
REGIONS Pickham Region

**58: HEADHUNTER** FAMILY: HUMANOID



**Description:** Known for their jumping ability, these monsters wait for the best opportunity to attack their enemies. Watch out for their vicious slashes and formidable defensive abilities.

18 EXP 62

NORMAL ITEM Medicinal herb  
RARE ITEM Scale shield  
REGIONS Pickham Region

**65: MUMMY** FAMILY: ZOMBIE



**Description:** A cursed monster that continues to suffer even in death. As an undead creature, it hates the living and attacks travellers on sight.

10 EXP 67

NORMAL ITEM Turban  
RARE ITEM Scholar's specs  
REGIONS Swordsman's Labyrinth, Dark Ruins

**59: MINDEMON** FAMILY: DEMON



**Description:** A surprisingly powerful monster. Its cute looks betray no hint that it is skilled at both fire and ice magic.

11 EXP 59

NORMAL ITEM Wing of bat  
RARE ITEM Rockbomb shard  
REGIONS Pickham Region

**66: CURESLIME** FAMILY: SLIME



**Description:** As the name implies, this is a slime capable of casting powerful curative magic. Defeat it quickly or it will heal its weaker comrades during battle.

11 EXP 70

NORMAL ITEM Medicinal herb  
RARE ITEM Moon's mercy  
REGIONS East Argonia, Unnamed Isle, Trodain Castle, Areas Accessible By Air

**60: GORERILLA** FAMILY: BEAST



**Description:** A brute of a monster that wields a club to bash enemies. Even a single blow can inflict a tremendous amount of damage.

10 EXP 65

NORMAL ITEM Magic beast hide  
RARE ITEM Giant mallet  
REGIONS Pickham Region

**67: RESTLESS ARMOUR** FAMILY: MATERIAL



**Description:** The angry soul of a dead swordsman inhabiting an empty suit of armour. Occasionally summons healslimes to assist it in battle.

13 EXP 74

NORMAL ITEM Iron shield  
RARE ITEM Iron armour  
REGIONS Swordsman's Labyrinth

**61: MUD MANNEQUIN** FAMILY: MATERIAL



**Description:** A crude figure fashioned out of mud and animated with a magical spell. Dances a strange dance that lowers the MP of opponents.

15 EXP 69

NORMAL ITEM Rock salt  
RARE ITEM Cypress stick  
REGIONS Kingdom of Trodain

**68: LOST SOUL** FAMILY: ELEMENTAL



**Description:** The soul of a slain traveler, endlessly wandering in search of its path back home.

9 EXP 62

NORMAL ITEM Holy water  
RARE ITEM Magic water  
REGIONS Swordsman's Labyrinth



**69: PHANTOM FENCER** FAMILY: ZOMBIE



65  
0  
71  
62  
50

**Description:** A ragged cape enchanted by powerful magic. Invulnerable to air-based spells.

12 EXP 68

NORMAL ITEM Leather cape  
RARE ITEM Templar's sword  
REGIONS Swordsman's Labyrinth

**76: BUFFALO WING** FAMILY: BEAST



74  
12  
73  
70  
53

**Description:** A short-tempered and aggressive monster. Psyches up and launches powerful body-slam attacks.

17 EXP 62

NORMAL ITEM Cowpat  
RARE ITEM Fresh milk  
REGIONS Kingdom of Trodain

**70: HIPSTER** FAMILY: DEMON



70  
8  
70  
63  
50

**Description:** A gorgeous hunk of a demon that spins and uses its thorny tail as a whip.

16 EXP 69

NORMAL ITEM Red mould  
RARE ITEM Wing of bat  
REGIONS Pickham Region, Kingdom of Trodain

**77: MUMBOH-JUMBOE** FAMILY: HUMANOID



345  
40  
105  
85  
60

**Description:** The combined form of mum, boh, jum, and boe. Rattles opponents by casting Boom and using earth-shaking physical attacks.

41 EXP 309

NORMAL ITEM Plain cheese  
RARE ITEM Seed of life  
REGIONS Kingdom of Trodain

**71: ROCKBOMB** FAMILY: MATERIAL



68  
20  
52  
110  
51

**Description:** A strange creature with an eerie laugh. When you hear it, you know it's about to self-destruct.

11 EXP 70

NORMAL ITEM Rock salt  
RARE ITEM Rockbomb shard  
REGIONS Kingdom of Trodain, Mole Hole, Trodain Castle

**78: MUM** FAMILY: HUMANOID



65  
20  
48  
63  
73

**Description:** Surprisingly bossy for a monster that is an incompetent fighter at best when alone. But it seems to have some sort of trick up its sleeve...

25 EXP 68

NORMAL ITEM Plain cheese  
RARE ITEM Leather armour  
REGIONS Kingdom of Ascantha, Kingdom of Trodain

**72: DIEABLO** FAMILY: BEAST



78  
15  
65  
70  
45

**Description:** A monster with a gleaming golden coat. Seems obsessed with collecting shiny objects.

37 EXP 72

NORMAL ITEM Gold bracer  
RARE ITEM Gold ring  
REGIONS Kingdom of Trodain

**79: BOH** FAMILY: HUMANOID



80  
Infinite  
52  
63  
81

**Description:** Although as stocky and strong as a sumo wrestler, this monster doesn't seem to be able to live up to its true potential on its own.

16 EXP 65

NORMAL ITEM Plain cheese  
RARE ITEM Turtle shell  
REGIONS Kingdom of Ascantha, Kingdom of Trodain

**73: MUDDY HAND** FAMILY: ZOMBIE



49  
0  
61  
64  
52

**Description:** A horrifying mud-monster that lives in the depths of the earth. Extends a hand above ground to pull travellers to their doom.

8 EXP 45

NORMAL ITEM Medicinal herb  
RARE ITEM Strength ring  
REGIONS Kingdom of Trodain, Desert, Beneath Ascantha, Mole Hole, Areas Accessible By Air

**80: JUM** FAMILY: HUMANOID



75  
10  
62  
68  
75

**Description:** A right-handed monster that wields a sword far too large and heavy for it to handle well.

4 EXP 60

NORMAL ITEM Plain cheese  
RARE ITEM Copper sword  
REGIONS Kingdom of Ascantha, Kingdom of Trodain

**74: TERROR TABBY** FAMILY: BEAST



56  
10  
65  
63  
52

**Description:** A feline monster that spends its days lazing about. In battle, its sleepiness can be contagious.

12 EXP 67

NORMAL ITEM Leather whip  
RARE ITEM Turban  
REGIONS Kingdom of Trodain

**81: BOE** FAMILY: HUMANOID



68  
10  
61  
68  
75

**Description:** A left-handed monster that swings a single sword with both hands. The youngest of four brothers, it has an affinity for cheese.

4 EXP 59

NORMAL ITEM Plain cheese  
RARE ITEM Steel broadsword  
REGIONS Kingdom of Ascantha, Kingdom of Trodain

**75: DEVILMOTH** FAMILY: BUG



70  
0  
67  
64  
52

**Description:** A foul insect-monster from the underworld. Spits and sprays poison at its enemies.

19 EXP 66

NORMAL ITEM Antidotal herb  
RARE ITEM Rennet powder  
REGIONS Kingdom of Trodain

**82: HUNTER MECH** FAMILY: MACHINE



71  
0  
75  
106  
58

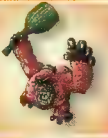
**Description:** Deadly machines designed to hunt down and exterminate monsters of the metal family. If you encounter one, chances are a certain highly desirable metal monster may be in the area...

20 EXP 76

NORMAL ITEM Hunter's bow  
RARE ITEM Steel broadsword  
REGIONS Trodain Castle



**83: PINK PONGO** FAMILY: BEAST



HP: 81  
MP: 0  
Attack: 76  
Defense: 66  
Speed: 50

18 EXP 78

**Description:** Far more agile than they appear, these monsters are harder to hit than you might think. Their clubs pack a powerful punch.

**NORMAL ITEM** Giant mallet  
**RARE ITEM** Magic beast hide  
**REGIONS** Kindom of Trodain

**90: MARS ROVER** FAMILY: BEAST



HP: 78  
MP: 0  
Attack: 77  
Defense: 63  
Speed: 58

17 EXP 56

**Description:** Quick-witted dog monsters. Their loud barks serve to intimidate the enemy and summon allies.

**NORMAL ITEM** Iron cuirass  
**RARE ITEM** Chain whip  
**REGIONS** Land of the Moles, Mole Hole, Beneath Ascantha

**84: LIQUID METAL SLIME** FAMILY: SLIME



HP: 8  
MP: Infinite  
Attack: 65  
Defense: 4096  
Speed: 215

18 EXP 10050

**Description:** Hunted by adventurers all over the world. Their bodies consist of a mysterious gel-like metal.

**NORMAL ITEM** Seed of agility  
**RARE ITEM** Elevating shoes  
**REGIONS** Trodain Castle, Godbird's Eyrie, Unnamed Isle, Areas Accessible By Air, Unknown...

**91: PEEPER** FAMILY: DEMON



HP: 78  
MP: 32  
Attack: 55  
Defense: 73  
Speed: 73

14 EXP 75

**Description:** Mysterious and unpredictable monsters. Don't let their small size fool you. They are more powerful than they appear.

**NORMAL ITEM** Holy water  
**RARE ITEM** Magic water  
**REGIONS** Mole Hole

**85: MAD MOLE** FAMILY: BEAST



HP: 65  
MP: 0  
Attack: 75  
Defense: 65  
Speed: 62

16 EXP 68

**Description:** Capable of extremely powerful attacks when psyched up. Beware of mad moles who are in a state of high tension!

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Stone hardhat  
**REGIONS** Land of the Moles, Mole Hole, Beneath Ascantha

**92: COCKATEER** FAMILY: BIRD



HP: 105  
MP: 0  
Attack: 96  
Defense: 92  
Speed: 59

28 EXP 90

**Description:** A race of swordsmen... or should that be 'swordschickens'? They boast powerful sword skills and mastery of the Wind Sickles attack.

**NORMAL ITEM** Stone hardhat  
**RARE ITEM** Titan belt  
**REGIONS** Baccarat Region

**86: WAILIN' WEED** FAMILY: PLANT



HP: 59  
MP: 0  
Attack: 72  
Defense: 59  
Speed: 61

17 EXP 73

**Description:** Flower-monsters nourished by the anguish of those unfortunate enough to be turned into thorny vines, such as the residents of Trodain Castle.

**NORMAL ITEM** Red mould  
**RARE ITEM** Coral hairpin  
**REGIONS** Trodain Castle

**93: GREAT SABREGAT** FAMILY: BEAST



HP: 95  
MP: 0  
Attack: 110  
Defense: 84  
Speed: 72

31 EXP 120

**Description:** Fearless, highly agile predators with sharp fangs. Rumour has it that they can be tamed, but the truth remains unknown.

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Magic beast hide  
**REGIONS** Baccarat Region

**87: GARUDA** FAMILY: BEAST



HP: 80  
MP: 21  
Attack: 74  
Defense: 71  
Speed: 56

12 EXP 75

**Description:** Monsters that attack their enemies from the sky. Rumour has it that they can cast spells capable of wiping out entire parties, but the truth remains unknown.

**NORMAL ITEM** Hairband  
**RARE ITEM** Poison moth knife  
**REGIONS** Kingdom of Trodain, Trodain Castle

**94: METAL SLIME KNIGHT** FAMILY: SLIME



HP: 90  
MP: 8  
Attack: 78  
Defense: 145  
Speed: 64

33 EXP 91

**Description:** Brave slime-knights who live for a fight. Although resistant to attack spells, they are susceptible to support spells.

**NORMAL ITEM** Slime earrings  
**RARE ITEM** Kitty shield  
**REGIONS** Baccarat Region

**88: INFERNAL ARMOUR** FAMILY: MATERIAL



HP: 88  
MP: 0  
Attack: 83  
Defense: 86  
Speed: 47

19 EXP 90

**Description:** Ambulatory suits of cursed armour. Beware their swords. When driven into the ground, they can stun a group of adversaries with powerful lightning bolts.

**NORMAL ITEM** Iron armour  
**RARE ITEM** Steel broadsword  
**REGIONS** Trodain Castle

**95: PUPPET PLAYER** FAMILY: HUMANOID



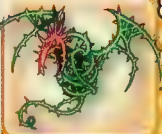
HP: 100  
MP: 15  
Attack: 72  
Defense: 92  
Speed: 58

41 EXP 90

**Description:** A strangely theatrical monster. Performs a carefully prepared puppet show, entitled 'Love Story', that stirs up the enemy in all sorts of ways.

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Scholar's specs  
**REGIONS** Baccarat Region, East Argonia, Unnamed Isle

**89: DRAGONTHORN** FAMILY: DRAGON



HP: 164  
MP: 0  
Attack: 90  
Defense: 55  
Speed: 57

25 EXP 101

**Description:** Thorny rose bushes turned into monsters by Dhoulmagus. Whenever one is killed, another is born to take its place.

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Thorn whip  
**REGIONS** Trodain Castle

**96: SPITNIK** FAMILY: ELEMENTAL



HP: 108  
MP: 0  
Attack: 88  
Defense: 90  
Speed: 58

18 EXP 92

**Description:** The dazzling bodies of these monsters burn as fiercely as the surface of the sun. They spew fire at their enemies.

**NORMAL ITEM** Boomerang  
**RARE ITEM** Moon's mercy  
**REGIONS** Baccarat Region



**97: BODKIN FLETCHER** FAMILY: HUMANOID



88  
0  
78  
89  
60

23 EXP 86

**Description:** Capable of firing huge volleys of poisoned arrows simultaneously, these monsters also carry antidotal herbs in case they accidentally stick themselves.

NORMAL ITEM Antidotal herb  
RARE ITEM Hunter's bow  
REGIONS Baccarat Region, East Argonia, Unnamed Isle

**104: SKELETON SOLDIER** FAMILY: ZOMBIE



94  
12  
93  
95  
62

26 EXP 93

**Description:** Former knights enslaved by the power of the Lord of Darkness. Loyal to the core, they continue to fight even in death.

NORMAL ITEM Titan belt  
RARE ITEM Steel broadsword  
REGIONS Northwest Isle, Holy Isle of Neos, Unnamed Isle, Savella Area

**98: VENOM WASP** FAMILY: BUG



92  
0  
91  
92  
61

13 EXP 89

**Description:** Damages foes with poison needles while adroitly dodging incoming attacks. Rumour has it that a sting from this monster can cause paralysis.

NORMAL ITEM Moonwort bulb  
RARE ITEM Poison needle  
REGIONS Baccarat Region, Unnamed Isle

**105: HAWK MAN** FAMILY: BIRD



95  
26  
88  
76  
65

24 EXP 100

**Description:** Nocturnal monsters that can freely fly through the air. Their preferred style of attack is to dive-bomb enemies from high altitude.

NORMAL ITEM Chimaera wing  
RARE ITEM Copper sword  
REGIONS Kingdom of Trodain, Land of the Moles, Ocean

**99: ORC** FAMILY: BEAST



105  
Infinite  
99  
88  
45

31 EXP 94

**Description:** Boar-like monsters with masterful spear technique. Their Achilles heel is their low agility.

NORMAL ITEM Medicinal herb  
RARE ITEM Iron lance  
REGIONS Baccarat Region, Unnamed Isle

**106: TAP DEVIL** FAMILY: DEMON



85  
0  
74  
75  
60

21 EXP 78

**Description:** Famed for their fancy footwork, these monsters use a variety of dance attacks during battle. See if you can spot them all!

NORMAL ITEM Leather cape  
RARE ITEM Devil's tail  
REGIONS East Argonia, Holy Isle of Neos, Unnamed Isle

**100: NIGHT EMPEROR** FAMILY: DEMON



100  
0  
107  
93  
58

46 EXP 93

**Description:** A nocturnal monster that occasionally appears alongside goodybags in forested areas.

NORMAL ITEM Wing of bat  
RARE ITEM Gold ring  
REGIONS Baccarat Region, East Argonia, Holy Isle of Neos, Savella Area, Areas Accessible By Air

**107: MUSHROOM MAGE** FAMILY: DEMON



81  
10  
82  
76  
55

13 EXP 75

**Description:** Man-eating mushroom monsters that live in shady forests. They cast ice magic to freeze unwary travellers and then use them as fertilizer.

NORMAL ITEM Red mould  
RARE ITEM Waterweed mould  
REGIONS East Argonia, Northwest Isle, Unnamed Isle, Holy Isle of Neos

**101: TREEVIL** FAMILY: PLANT



109  
0  
97  
94  
52

27 EXP 95

**Description:** Said to carry Yggdrasil leaves in their treetops, these monsters have the ability to resurrect fallen comrades.

NORMAL ITEM Strong medicine  
RARE ITEM Yggdrasil leaf  
REGIONS Baccarat Region, West Argonia, Unnamed Isle, East Argonia

**108: REDTAIL HIPSTER** FAMILY: DEMON



103  
0  
92  
85  
61

36 EXP 92

**Description:** A cruel race of demons that cast instant-death spells in an attempt to consign their foes to an early grave.

NORMAL ITEM Wing of bat  
RARE ITEM Thorn whip  
REGIONS Holy Isle of Neos, Unnamed Isle

**102: BATTLE BEETLE** FAMILY: BUG



57  
12  
105  
161  
61

22 EXP 96

**Description:** The armoured pink carapaces of these insect monsters are highly resistant to physical attacks and spells. Try using magic to lower their defence before attacking.

NORMAL ITEM Templar's shield  
RARE ITEM Iron helmet  
REGIONS Baccarat Region, Unnamed Isle

**109: JUMPING JACKAL** FAMILY: BEAST



111  
0  
121  
88  
68

32 EXP 103

**Description:** Vicious beasts whose obsession with bodybuilding has turned them into even more formidable foes. Use spells to level the playing field.

NORMAL ITEM Magic beast hide  
RARE ITEM Assassin's dagger  
REGIONS Baccarat Region, West Argonia, Unnamed Isle

**103: LUMP SHAMAN** FAMILY: HUMANOID



80  
30  
62  
89  
58

32 EXP 90

**Description:** Obnoxious magicians with a penchant for casting spells to confuse their opponents. For an easier battle, stop their magic with a well-placed spell of your own.

NORMAL ITEM Red mould  
RARE ITEM Wizard's staff  
REGIONS Northwest Isle

**110: GOLD GOLEM** FAMILY: MATERIAL



120  
0  
152  
98  
60

726 EXP 54

**Description:** Golden creatures that have taken it upon themselves to protect the Holy Isle of Neos and the Goddess statue erected there.

NORMAL ITEM Gold bracer  
RARE ITEM Gold ring  
REGIONS Holy Isle of Neos, Areas Accessible By Air



**111: KING SLIME** FAMILY: SLIME



210  
25  
150  
75  
62

**Description:** The result of many small slimes fusing together and bestowing themselves with a crown. A slime with royal aspirations!

51 EXP 110

NORMAL ITEM Slime earrings  
RARE ITEM Slime crown  
REGIONS Baccarat Region, Unnamed Isle, Areas Accessible By Air

**118: HADES CONDOR** FAMILY: BIRD



102  
16  
107  
98  
72

**Description:** A crafty monster that quietly observes its enemies to determine the weakest member of a party. Beware its talons.

22 EXP 99

NORMAL ITEM Strong medicine  
RARE ITEM Eagle dagger  
REGIONS West Argonia, Ocean, Holy Isle of Neos

**112: IRON SCORPION** FAMILY: BUG



64  
21  
105  
152  
63

**Description:** The iron carapaces of these fearsome creatures are virtually impervious to sword attacks, but they are susceptible to explosive spells.

21 EXP 82

NORMAL ITEM Iron nail  
RARE ITEM Farmer's scythe  
REGIONS West Argonia, East Argonia, Unnamed Isle, Desert

**119: FROGMAN** FAMILY: BUG



116  
16  
83  
99  
47

**Description:** Frog-monsters with strange patterns covering their bodies. When provoked to reveal the human faces on their backs, they can use powerful spells and ice attacks which damage the whole party.

18 EXP 88

NORMAL ITEM Waterweed mould  
RARE ITEM Cool cheese  
REGIONS West Argonia, East Argonia, Unnamed Isle

**113: TOXIC ZOMBIE** FAMILY: ZOMBIE



116  
0  
75  
48  
51

**Description:** Undead corpses that live in poisonous swamps. If you have a hard time hitting them, try psyching up first.

17 EXP 75

NORMAL ITEM Antidotal herb  
RARE ITEM Wayfarer's clothes  
REGIONS Holy Isle of Neos, Northwest Isle, Unnamed Isle, West Argonia

**120: MIMIC** FAMILY: MATERIAL



144  
Infinite  
160  
100  
65

**Description:** To all appearances, these monsters look like nothing more than normal treasure chests. Try to open one, however, and the joke's on you. Beware the fearsome mimic!

72 EXP 128

NORMAL ITEM Iron nail  
RARE ITEM Seed of strength  
REGIONS Unnamed Isle, Pirate's Cove

**114: LESSER DEMON** FAMILY: DEMON



119  
0  
101  
77  
64

**Description:** Fearsome demons capable of channeling the power of the underworld into a dazzling light attack.

38 EXP 107

NORMAL ITEM Red mould  
RARE ITEM Gold bracer  
REGIONS Northwest Isle

**121: MAGIC DUMBBELL** FAMILY: MATERIAL



78  
14  
84  
90  
60

**Description:** In groups, these otherwise silly-looking monsters are capable of playing melodies that can lay low even experienced adventurers.

9 EXP 41

NORMAL ITEM Red mould  
RARE ITEM Rapier  
REGIONS Savella Area, West Argonia, Cape West of Pickham, East Argonia

**115: VOLPONE** FAMILY: BEAST



107  
24  
114  
100  
64

**Description:** Aristocrats of the monster world. Famed for doing the Hustle Dance when in dire trouble to tip the balance of a battle in their favour.

43 EXP 102

NORMAL ITEM Leather cape  
RARE ITEM Templar's sword  
REGIONS Holy Isle of Neos, Unnamed Isle

**122: GARGOYLE** FAMILY: BIRD



120  
0  
112  
102  
71

**Description:** Masters of the air, these monsters take flight on their leathery wings and attack foes from above.

36 EXP 114

NORMAL ITEM Strong medicine  
RARE ITEM Steel broadsword  
REGIONS West Argonia, East Argonia

**116: BOMBOULDER** FAMILY: MATERIAL



115  
10  
80  
111  
80

**Description:** They often appear uninterested when first encountered, but, in reality, they are merely biding their time, waiting for the best moment to attack.

11 EXP 111

NORMAL ITEM Stone hardhat  
RARE ITEM Rockbomb shard  
REGIONS Baccarat Region, West Argonia, Unnamed Isle, Cape West of Pickham, Areas Accessible By Air

**123: MAGIC MARIONETTE** FAMILY: MATERIAL



117  
0  
97  
92  
64

**Description:** Famed for launching into a strange dance that steals opponents' MP before running off. Although not particularly strong, these monsters can be quite annoying.

27 EXP 108

NORMAL ITEM Iron nail  
RARE ITEM Slime earrings  
REGIONS West Argonia, East Argonia

**117: SKULLRIDER** FAMILY: DEMON



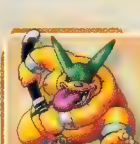
109  
0  
110  
101  
77

**Description:** Ninja-like monsters that execute rapid turns and rush their opponents' legs in an attempt to trip them up.

32 EXP 97

NORMAL ITEM Medicinal herb  
RARE ITEM Bandana  
REGIONS West Argonia, East Argonia, Unnamed Isle

**124: NOTSO MAGHO** FAMILY: HUMANOID



147  
12  
135  
80  
66

**Description:** A monster whose enormous, flabby body and lolling tongue belie its intelligence. Generally uses spells to raise its attack power before unleashing a powerful strike.

38 EXP 120

NORMAL ITEM Medicinal herb  
RARE ITEM Gold bracer  
REGIONS East Argonia

ESTIMAY



**125: LUMP WIZARD** FAMILY: HUMANOID



108  
Infinite  
87  
72  
60

**Description:** These otherwise unassuming little lumps of flesh are in fact powerful magicians capable of casting both fire- and air-based spells.

22 EXP 112

NORMAL ITEM Holy water  
RARE ITEM Wizard's staff  
REGIONS West Argonia, East Argonia

**132: HOODLUM** FAMILY: HUMANOID



123  
0  
126  
Defence: 97  
Agility: 69

**Description:** Humanoid nightstalkers that prowl the paths of the world, preying upon unwary travellers. Beware their dazzling light attacks and huge axes.

32 EXP 106

NORMAL ITEM Tough guy tattoo  
RARE ITEM Iron axe  
REGIONS East Argonia, Savella Area, Cape West of Pickham

**126: BERSERKER** FAMILY: HUMANOID



120  
0  
119  
106  
67

**Description:** Hyperactive monsters that live deep in forests. They swing their axes wildly as they charge their enemies.

19 EXP 118

NORMAL ITEM Kitty shield  
RARE ITEM Iron axe  
REGIONS West Argonia

**133: HOCUS CHIMAERA** FAMILY: BIRD



108  
8  
106  
108  
98

**Description:** Though they are capable of casting spells, these monsters are rather more hocus-pocus than proper magicians.

35 EXP 115

NORMAL ITEM Chimaera wing  
RARE ITEM Magic water  
REGIONS East Argonia, Arcadia Region, Royal Hunting Ground, Rydon's Tower

**127: BULLDOZER** FAMILY: BEAST



131  
0  
125  
90  
68

**Description:** Feisty monsters that resemble giant bulls. They paralyze opponents with Burning Breath before charging in for a ferocious attack.

31 EXP 117

NORMAL ITEM Cowpat  
RARE ITEM Plain cheese  
REGIONS East Argonia, Savella Area

**134: DEMONRIDER** FAMILY: DEMON



126  
0  
111  
98  
81

**Description:** These vicious monsters are masters of ice attacks. Their undead steeds appear to be made from the bones of lesser demons.

37 EXP 131

NORMAL ITEM Copper sword  
RARE ITEM Cool cheese  
REGIONS Savella Area, Desert, East Argonia

**128: GHOUL** FAMILY: ZOMBIE



182  
0  
102  
42  
66

**Description:** Strike or slice these monsters all you want; their undead flesh feels no pain. Beware of their tendency to call in fellow ghouls to sway the odds in their favour.

17 EXP 98

NORMAL ITEM Antidotal herb  
RARE ITEM Gold ring  
REGIONS East Argonia

**135: KILLER MOTH** FAMILY: BUG



84  
8  
94  
91  
70

**Description:** Ferocious insect monsters that love nothing more than tormenting humans. Fond of casting blinding spells and exhaling a venomous mist during combat.

14 EXP 116

NORMAL ITEM Rennet powder  
RARE ITEM Antidotal herb  
REGIONS Savella Area, Royal Hunting Ground

**129: SHADE** FAMILY: ELEMENTAL



86  
0  
95  
70  
68

**Description:** It is said that these terrifying apparitions are born when the restless shadows of fallen monsters coalesce.

14 EXP 78

NORMAL ITEM Rennet powder  
RARE ITEM Wings of bat  
REGIONS East Argonia, Savella Area, Ocean

**136: JABBERWOCKEE** FAMILY: HUMANOID



645  
13  
178  
120  
74

**Description:** The combined form of four smaller monsters: jab, ber, woc, and kee. In spite of their penchant for working together, they seem to be lacking in the team-spirit department.

100 EXP 318

NORMAL ITEM Special medicine  
RARE ITEM Steel broadsword  
REGIONS Cape West of Pickham, Rydon's Tower

**130: LETHAL ARMOUR** FAMILY: MATERIAL



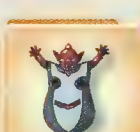
145  
20  
151  
136  
70

**Description:** A killer suit of armour with a grudge against humanity. This monster boasts high offensive and defensive capabilities. Use support magic to subdue it before it uses its own magic to put everyone to sleep.

52 EXP 124

NORMAL ITEM Soldier's sword  
RARE ITEM Heavy armour  
REGIONS East Argonia, Desert

**137: JAB** FAMILY: HUMANOID



90  
Infinite  
65  
110  
80

**Description:** The stubborn head of the mighty jabberwockee. An unyielding blockhead of a leader, famed for never having apologized for anything in its entire life.

25 EXP 81

NORMAL ITEM Moonwort bulb  
RARE ITEM Iron helmet  
REGIONS Cape West of Pickham, Rydon's Tower

**131: KING CURESLIME** FAMILY: SLIME



180  
Infinite  
140  
60  
80

**Description:** These massive slimes are theoretically capable of fully healing all of their allies in one go, but actual recorded cases are quite rare.

16 EXP 136

NORMAL ITEM Amor seco essence  
RARE ITEM Yggdrasil dew  
REGIONS East Argonia, Rydon's Tower, Trolls' Maze, Black Citadel, Areas Accessible By Air

**138: BER** FAMILY: HUMANOID



75  
0  
84  
110  
72

**Description:** The selfish body of the mighty jabberwockee. Deeply resents jab, kee, and woc for forcing it to carry them all the time.

25 EXP 71

NORMAL ITEM Rock salt  
RARE ITEM Iron armour  
REGIONS Cape West of Pickham, Rydon's Tower



**139: Kee** FAMILY: HUMANOID



75  
10  
71  
110  
83

25 EXP 61

**Description:** The pompous right arm of the mighty jabberwockee. Never misses a chance to guilt-trip jab, ber, and woc into thanking it for its healing ability.

NORMAL ITEM Antidotal herb  
RARE ITEM Steel broadsword  
REGIONS Cape West of Pickham, Rydon's Tower

**146: IRON RHINO** FAMILY: BEAST



48  
0  
123  
255  
107

EXP 68 EXP 138

**Description:** A silver beetle-monster. Protected by its iron-hard carapace, it can shatter boulders with a headbutt.

NORMAL ITEM Farmer's scythe  
RARE ITEM Iron helmet  
REGIONS Arcadia Region, Rydon's Tower

**140: Woc** FAMILY: HUMANOID



75  
12  
71  
110  
83

25 EXP 61

**Description:** The egotistical left arm of the mighty jabberwockee. Constantly on the lookout for a chance to use its magic to speed itself up and flee.

NORMAL ITEM Medicinal herb  
RARE ITEM Iron shield  
REGIONS Cape West of Pickham, Rydon's Tower

**147: DANCING FLAME** FAMILY: ELEMENTAL



98  
0  
112  
92  
78

14 EXP 143

**Description:** The physical manifestations of the flames of a subterranean volcano. Fond of using their scorching breath to give adventurers a warm reception!

NORMAL ITEM Bandit's grass skirt  
RARE ITEM Spicy cheese  
REGIONS Desert, Black Citadel

**141: SILENUS** FAMILY: HUMANOID



131  
0  
95  
91  
66

38 EXP 113

**Description:** These monsters use their hornpipes to herd wild sheep to lush green pastures. Their flocks are utterly devoted to them.

NORMAL ITEM Magic beast hide  
RARE ITEM Fur hood  
REGIONS Savella Area

**148: BLOOD MUMMY** FAMILY: ZOMBIE



138  
0  
118  
75  
65

16 EXP 125

**Description:** Recent converts to the cult of the Lord of Darkness. Use magic to fell them quickly before they have a chance to curse you.

NORMAL ITEM Bandana  
RARE ITEM Red mould  
REGIONS Dark Ruins

**142: ROBO-ROBIN** FAMILY: MACHINE



99  
99  
99  
125  
99

43 EXP 96

**Description:** Bird-shaped killing machines. When attacks reduce their HP to a certain level, they self-destruct in an attempt to take their foes with them.

NORMAL ITEM Iron nail  
RARE ITEM Iron cuirass  
REGIONS Arcadia Region, Savella Area, Cape West of Pickham

**149: PHANTOM SWORDSMAN** FAMILY: ZOMBIE



102  
0  
134  
115  
79

34 EXP 164

**Description:** Acolytes of the Lord of Darkness that gave their own lives in sacrifice. Their flesh is gone, but their faith remains to fuel their hunger for battle.

NORMAL ITEM Amor seco essence  
RARE ITEM Magic water  
REGIONS Dark Ruins

**143: PUPPET MASTER** FAMILY: HUMANOID



130  
8  
120  
112  
75

51 EXP 132

**Description:** The undisputed master of puppeteers. The distinctive fire-spewing chimaera puppet is an original creation.

NORMAL ITEM Chimaera wing  
RARE ITEM Dancer's costume  
REGIONS Arcadia Region, Cape West of Pickham

**150: HACKSAURUS** FAMILY: DRAGON



171  
0  
155  
108  
65

55 EXP 216

**Description:** Giant axe-toting dragons. Fond of using their scorching flame-breath to roast hapless travellers.

NORMAL ITEM Dragon scale  
RARE ITEM Dragon dung  
REGIONS Arcadia Region, Royal Hunting Ground

**144: DEATH SCORPION** FAMILY: BUG



68  
0  
130  
164  
78

14 EXP 99

**Description:** A monstrous scorpion that sends unwary travellers to an early grave. Highly resistant to fire-based spells.

NORMAL ITEM Antidotal herb  
RARE ITEM Poison needle  
REGIONS Desert

**151: BONE BARON** FAMILY: ZOMBIE



122  
0  
142  
110  
88

56 EXP 176

**Description:** Aristocratic monsters. Using their spear tips, they trace their family crest in the air and unleash a powerful magical attack.

NORMAL ITEM Iron shield  
RARE ITEM Holy lance  
REGIONS Arcadia Region, Dark Ruins

**145: JACKAL RIPPER** FAMILY: BEAST



142  
Infinite  
127  
104  
72

32 EXP 123

**Description:** Born fighters, these monsters are masters of the Thin Air attack and highly resistant to air-based spells.

NORMAL ITEM Titan belt  
RARE ITEM Assassin's dagger  
REGIONS Arcadia Region, Royal Hunting Ground

**152: SWINGIN' HIPSTER** FAMILY: DEMON



144  
0  
158  
115  
80

45 EXP 155

**Description:** Green devils that make their homes in remote areas. They curse their foes with the point of a finger.

NORMAL ITEM Medicinal herb  
RARE ITEM Spangled dress  
REGIONS Arcadia Region



**153: ORC KING** FAMILY: BEAST



HP: 148  
MP: 18  
Attack: 132  
Defence: 117  
Agility: 74

38 EXP 154

NORMAL ITEM Magic beast hide  
RARE ITEM Long spear  
REGIONS Arcadia Region, Rydon's Tower, Royal Hunting Ground

**Description:** Although these monsters appear to be vicious and unthinking barbarians, they're actually masters of a spell that can resurrect fallen comrades.

**160: FREEZE FLY** FAMILY: BUG



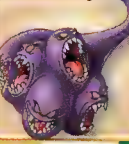
HP: 126  
MP: 30  
Attack: 107  
Defence: 120  
Agility: 86

36 EXP 160

NORMAL ITEM Cowpat  
RARE ITEM Dragon dung  
REGIONS Blizzard Peaks, Herb Grotto

**Description:** Fly monsters that have a full command of the strongest ice magic. They live in cold areas, where they feast upon the frozen flesh of dead animals and unfortunate travellers.

**154: SOULSPAWN** FAMILY: BEAST



HP: 75  
MP: 0  
Attack: 95  
Defence: 76  
Agility: 81

9 EXP 138

NORMAL ITEM Moonwort bulb  
RARE ITEM Elfin elixir  
REGIONS Dark Ruins, Rydon's Tower

**Description:** A clump of souls fused into a hideous ball. These monsters are highly resistant to magic, so psyche up before attacking.

**161: DARK SLIME** FAMILY: SLIME



HP: 97  
MP: 16  
Attack: 138  
Defence: 97  
Agility: 87

12 EXP 87

NORMAL ITEM Medicinal herb  
RARE ITEM Magical hat  
REGIONS Godbird's Eyrie (Dark), Farebury Region, Unnamed Isle, Untrodden Groves, Pickham Region, Maella Region, Baccarat Region, Arcadia Region, East Argonia, Areas Accessible By Air, World of Darkness

**Description:** A slime from the World of Darkness who has mastered the Slime Spank, a secret attack technique used only by slimes. A fearsome foe indeed.

**155: GRYPHON** FAMILY: BIRD



HP: 161  
MP: 16  
Attack: 141  
Defence: 107  
Agility: 91

32 EXP 167

NORMAL ITEM Chimaera wing  
RARE ITEM Razor wing boomerang  
REGIONS Arcadia Region, Rydon's Tower

**Description:** Silent and intimidating bird-creatures that like to prevent their foes from using magic before attacking them with their razor-sharp talons.

**162: FROSTBURN** FAMILY: ELEMENTAL



HP: 113  
MP: 10  
Attack: 99  
Defence: 115  
Agility: 78

16 EXP 199

NORMAL ITEM Magic water  
RARE ITEM Chilly cheese  
REGIONS Blizzard Peaks, Herb Grotto

**Description:** Said to be the soul of a man betrayed by his lover. The terrible pain of her deceit froze his heart and turned him into a vengeful monster.

**156: GOLEM** FAMILY: MATERIAL



HP: 225  
MP: 0  
Attack: 177  
Defence: 153  
Agility: 80

50 EXP 237

NORMAL ITEM Rennet powder  
RARE ITEM Titan belt  
REGIONS Arcadia Region, Rydon's Tower

**Description:** Risen from the remnants of a magnificent ancient city. A visceral nostalgia for the days of old led bricks from the ruins to spontaneously reassemble themselves into human form.

**163: HELLHOUND** FAMILY: BEAST



HP: 166  
MP: 0  
Attack: 152  
Defence: 123  
Agility: 87

26 EXP 108

NORMAL ITEM Medicinal herb  
RARE ITEM Magic beast hide  
REGIONS Blizzard Peaks, Herb Grotto

**Description:** Once ordinary wolves, now enslaved by an evil power. These unfortunate creatures tend to band together and live in packs.

**157: FALLEN PRIEST** FAMILY: HUMANOID



HP: 138  
MP: 50  
Attack: 103  
Defence: 90  
Agility: 76

63 EXP 183

NORMAL ITEM Magic vestment  
RARE ITEM Steel scythe  
REGIONS Dark Ruins

**Description:** Former priests of the cult of the Lord of Darkness. Their enslaved souls remain on earth to punish those who dare intrude into the Dark Ruins.

**164: TROLL** FAMILY: DEMON



HP: 423  
MP: 0  
Attack: 210  
Defence: 66  
Agility: 51

46 EXP 210

NORMAL ITEM Tough guy tattoo  
RARE ITEM Sledgehammer  
REGIONS Arcadia Region, Isolated Plateau, Dark Ruins, Trolls' Maze

**Description:** Gruesome giants with grotesque smiles. They love to pound the enemy with their massive clubs, and, with their high HP, can take just as much damage as they deal.

**158: DEAD RINGER** FAMILY: MATERIAL



HP: 124  
MP: 20  
Attack: 108  
Defence: 118  
Agility: 85

12 EXP 68

NORMAL ITEM Chilly cheese  
RARE ITEM Scholar's specs  
REGIONS Blizzard Peaks

**Description:** A bell made of ice. Those unfortunate enough to hear its chilling death-knell are frozen solid.

**165: ICE QUEEN** FAMILY: DEMON



HP: 221  
MP: 0  
Attack: 125  
Defence: 124  
Agility: 88

56 EXP 186

NORMAL ITEM Fishnet stockings  
RARE ITEM Staff of divine wrath  
REGIONS Blizzard Peaks

**Description:** A tension queen found in snowy mountain regions. Few can survive her Cool Breath when she's fully psyched up!

**159: LIVING STATUE** FAMILY: MATERIAL



HP: 266  
MP: 0  
Attack: 188  
Defence: 162  
Agility: 80

90 EXP 306

NORMAL ITEM Stone hardhat  
RARE ITEM Ruby of protection  
REGIONS Rydon's Tower

**Description:** Originally created by a renowned Arcadian sculptor, these statues were so exquisite that they took on lives of their own.

**166: ABOMINAPE** FAMILY: BEAST



HP: 186  
MP: 0  
Attack: 128  
Defence: 110  
Agility: 89

24 EXP 202

NORMAL ITEM Giant mallet  
RARE ITEM Chilly cheese  
REGIONS Blizzard Peaks

**Description:** Ape monsters with fur as white as a blizzard. They pack snow into iceballs and furiously hurl them at enemies. Needless to say, their temper is hotter than their habitat.



**167: BEELZEBUZZ** FAMILY: INSECT



154  
16  
121  
128  
95

**Description:** Fly monsters that feast upon the flesh of fallen dragons. They are rightly feared as insect versions of bomboulders.

21 EXP 165

NORMAL ITEM Cowpat  
RARE ITEM Dragon dung  
REGIONS Dragon Graveyard

**174: DRAGURN** FAMILY: DRAGON



268  
0  
158  
118  
92

**Description:** Pot-bellied monsters known for their scaly coats, which repel fire- and ice-based attacks.

61 EXP 302

NORMAL ITEM Dragon dung  
RARE ITEM Dragon scale  
REGIONS Isolated Plateau, Dragon Graveyard, Godbird's Eyrie

**168: KILLING MACHINE** FAMILY: MACHINE



165  
0  
158  
146  
90

**Description:** Invented by the infamous Dr. Dorte, these killing machines don't feel pity, remorse, or fear. Once activated, they will not stop until every living creature within range has been terminated.

58 EXP 315

NORMAL ITEM Iron cuirass  
RARE ITEM Steel broadsword  
REGIONS Blizzard Peaks, Dragon Graveyard, Herb Grotto

**175: SMACKER** FAMILY: MAMMAL



131  
Infinite  
130  
128  
93

**Description:** Strange monsters that surround themselves with magic barriers to deflect spells. They are also associated with good luck; it is said that any who encounter them are sure to find true love.

18 EXP 149

NORMAL ITEM Moonwort bulb  
RARE ITEM Waterweed mould  
REGIONS Isolated Plateau, Dragon Graveyard, Godbird's Eyrie, Pirate's Cove

**169: ICKILLER** FAMILY: HUMANOID



198  
24  
182  
130  
91

**Description:** Ferocious ice-warriors born and raised in the deep mountain snow. Said to display a chilling hatred of all things warm.

78 EXP 221

NORMAL ITEM Titan belt  
RARE ITEM Poison moth knife  
REGIONS Blizzard Peaks, Herb Grotto

**176: ZOMBIE GLADIATOR** FAMILY: ZOMBIE



180  
16  
146  
128  
94

**Description:** A fearsome foe with multiple arms. Specialises in using several different weapons simultaneously! Tactically astute, and quick to exploit individual weakness.

71 EXP 283

NORMAL ITEM Battle-axe  
RARE ITEM Steel broadsword  
REGIONS Isolated Plateau, Pirate's Cove, Godbird's Eyrie

**170: SHADOW** FAMILY: ELEMENTAL



154  
0  
134  
85  
92

**Description:** Born from the darkness, these creatures jump from shadow to shadow to sneak up on foes. They are completely unaffected by physical attacks.

14 EXP 216

NORMAL ITEM Bronze knife  
RARE ITEM Iron mask  
REGIONS Godbird's Eyrie (Dark), Maella Region, Farebury Region, Kingdom of Trodain, Kingdom of Ascantha, Pickham Region, Cape West of Pickham, West Argonia, Blizzard Peaks, World of Darkness

**177: STONE GOLEM** FAMILY: ELEMENTAL



278  
0  
223  
113  
78

**Description:** A stone giant, formed from a headstone deep within the Dark Ruins that absorbed an evil soul and turned into a monster.

38 EXP 340

NORMAL ITEM Strong medicine  
RARE ITEM Rockbomb shard  
REGIONS Isolated Plateau, Godbird's Eyrie

**171: METAL KING SLIME** FAMILY: SLIME



20  
66  
166  
4096  
255

**Description:** Travellers who happen to encounter this monster can't help chuckling. And if they're fortunate enough to defeat it, they can't stop smiling.

240 EXP 30010

NORMAL ITEM Slime crown  
RARE ITEM Orichalcum  
REGIONS Untrodden Groves, Dragon Graveyard, Black Citadel, Areas Accessible By Air, Unknown...

**178: DARK CONDOR** FAMILY: BIRD



163  
36  
170  
130  
98

**Description:** An evil bird-monster that flies through the skies of the World of Darkness. Casts powerful healing magic on itself and its allies when close to defeat.

26 EXP 224

NORMAL ITEM Chimaera wing  
RARE ITEM Wing of bat  
REGIONS Godbird's Eyrie (Dark), Desert, Farebury Region, Blizzard Peaks, Unnamed Isle, World of Darkness

**172: FROST WYVINE** FAMILY: DRAGON



286  
30  
190  
130  
86

**Description:** Born from silver frost, these ice-monsters live to punish those who hate snow and blizzards.

62 EXP 326

NORMAL ITEM Dragon scale  
RARE ITEM Chain whip  
REGIONS Blizzard Peaks, Herb Grotto

**179: MUCHO MACHO** FAMILY: HUMANOID



316  
24  
189  
107  
96

**Description:** An overweight warrior with a penchant for using magic to double its attack power. Fights like a real mucho macho man.

51 EXP 318

NORMAL ITEM Strong medicine  
RARE ITEM Magical hat  
REGIONS Isolated Plateau, Godbird's Eyrie

**173: ELYSIUM BIRD** FAMILY: BIRD



173  
32  
113  
99  
92

**Description:** Beautiful masters of the skies. Beware their resistance to support spells and their ability to heal multiple allies simultaneously.

43 EXP 163

NORMAL ITEM Eagle dagger  
RARE ITEM Ruby of protection  
REGIONS Isolated Plateau, Godbird's Eyrie, Areas Accessible By Air

**180: DARK SKELETON** FAMILY: ZOMBIE



240  
0  
186  
132  
95

**Description:** These dedicated and fiercely loyal monsters stand against humanity.

31 EXP 304

NORMAL ITEM Moonwort bulb  
RARE ITEM Bronze shield  
REGIONS Godbird's Eyrie (Dark), World of Darkness, Farebury Region, Unnamed Isle, Areas Accessible By Air



**181: DARK MACARBOUR** FAMILY: TREE



|     |
|-----|
| 334 |
| 0   |
| 188 |
| 126 |
| 84  |

56 EXP 333

**DESCRIPTION:** A fearsome tree of death. In the World of Darkness, trees grow from leaves rather than seeds, sprouting branches first and roots last.

**NORMAL ITEM:** Strong medicine  
**RARE ITEM:** Yggdrasil leaf  
**REGIONS:** World of Darkness, Kingdom of Trodain, Kingdom of Ascantha, Arcadia Region, Baccarat Region

**188: WAR GRYPHON** FAMILY: BIRD



|     |
|-----|
| 249 |
| 20  |
| 172 |
| 118 |
| 99  |

59 EXP 305

**DESCRIPTION:** These monsters combine the strengths of four-legged and winged creatures. Use physical attacks to defeat them as they are highly resistant to spells.

**NORMAL ITEM:** Chimaera wing  
**RARE ITEM:** Spicy cheese  
**REGIONS:** Isolated Plateau, Areas Accessible By Air

**182: TYRANTOSAURUS** FAMILY: DRAGON



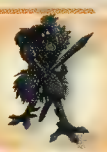
|     |
|-----|
| 208 |
| 0   |
| 187 |
| 146 |
| 108 |

57 EXP 283

**DESCRIPTION:** A dragon warrior. Use magic to defend yourself against fire, lest you be consumed by their searing flame breath.

**NORMAL ITEM:** Dragon scale  
**RARE ITEM:** Iron axe  
**REGIONS:** Isolated Plateau, Dragon Graveyard, Godbird's Eyrie

**189: DARK TURKEY** FAMILY: BIRD



|     |
|-----|
| 214 |
| 12  |
| 158 |
| 129 |
| 110 |

73 EXP 309

**DESCRIPTION:** Once able to fly freely, these fearsome birds descended from the skies long ago to become swordsmen on terra firma. They taunt their foes by calling them 'chickens'.

**NORMAL ITEM:** Garter  
**RARE ITEM:** Dream blade  
**REGIONS:** Godbird's Eyrie (Dark), World of Darkness, Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Pickham Region, East Argonia, Baccarat Region, Alexandria Region, Areas Accessible By Air

**183: DEMON THUNDERER** FAMILY: DEMON



|     |
|-----|
| 179 |
| 0   |
| 132 |
| 138 |
| 97  |

48 EXP 250

**DESCRIPTION:** This foul demon is completely resistant to thunder-based attacks. Said to be a physical form of thunder itself.

**NORMAL ITEM:** Devil's tail  
**RARE ITEM:** Wizard's staff  
**REGIONS:** Isolated Plateau, Pirate's Cove, Godbird's Eyrie

**190: HELIGATOR** FAMILY: REPTILE



|     |
|-----|
| 512 |
| 0   |
| 223 |
| 96  |
| 75  |

138 EXP 617

**DESCRIPTION:** A flying alligator creature that uses its enormous weight to body-slam unwary foes into submission.

**NORMAL ITEM:** Hairband  
**RARE ITEM:** Scale armour  
**REGIONS:** Isolated Plateau, Areas Accessible By Air

**184: DARK STAR** FAMILY: STAR



|     |
|-----|
| 236 |
| 12  |
| 196 |
| 135 |
| 99  |

66 EXP 301

**DESCRIPTION:** A tiny star system from the World of Darkness. Emits an eerie light that makes enemies more vulnerable to spells.

**NORMAL ITEM:** Medicinal herb  
**RARE ITEM:** Edged boomerang  
**REGIONS:** Godbird's Eyrie (Dark), Pickham Region, Alexandria Region, Land of the Moles, Untrodden Groves, East Argonia, Blizzard Peaks

**191: DARK DULLAHAN** FAMILY: ZOMBIE



|     |
|-----|
| 292 |
| 0   |
| 195 |
| 242 |
| 105 |

138 EXP 326

**DESCRIPTION:** A warrior beheaded in battle and risen again as a monster. Said to occasionally summon dark condors.

**NORMAL ITEM:** Antidotal herb  
**RARE ITEM:** Zombie mail  
**REGIONS:** Godbird's Eyrie (Dark), Maella Region, Farebury Region, Arcadia Region, East Argonia, Kingdom of Trodain

**185: DARK MINISTER** FAMILY: DEMON



|     |
|-----|
| 193 |
| 16  |
| 163 |
| 177 |
| 108 |

101 EXP 316

**DESCRIPTION:** Loyal creatures that have dedicated their lives to evil.

**NORMAL ITEM:** Leather cape  
**RARE ITEM:** Saint's ashes  
**REGIONS:** Godbird's Eyrie (Dark), Alexandria Region, Farebury Region

**192: KILLER CROAKER** FAMILY: AMPHIBIAN



|     |
|-----|
| 183 |
| 14  |
| 102 |
| 126 |
| 100 |

16 EXP 166

**DESCRIPTION:** Frog monsters with two faces. The sight of the demonic faces on their backs is widely regarded as an omen of death by adventurers.

**NORMAL ITEM:** Waterweed mould  
**RARE ITEM:** Bandana  
**REGIONS:** Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

**186: GRIM RIDER** FAMILY: DEMON



|     |
|-----|
| 236 |
| 9   |
| 184 |
| 110 |
| 98  |

72 EXP 304

**DESCRIPTION:** They may not look it, but the grim riders' donkeys are monsters in their own right. They are utterly dedicated to their riders.

**NORMAL ITEM:** Holy lance  
**RARE ITEM:** Magical hat  
**REGIONS:** Isolated Plateau, Godbird's Eyrie

**193: HIGH ROLLER** FAMILY: DEMON



|     |
|-----|
| 284 |
| 28  |
| 148 |
| 118 |
| 101 |

87 EXP 245

**DESCRIPTION:** The number of eyes hidden underneath their masks constantly changes during battle. When they roll a six, expect to see a bomboulder join the fray.

**NORMAL ITEM:** Leather hat  
**RARE ITEM:** Prayer ring  
**REGIONS:** Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

**187: DARK SEA-DIVA** FAMILY: DEMON



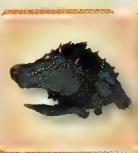
|     |
|-----|
| 236 |
| 25  |
| 188 |
| 98  |
| 99  |

61 EXP 287

**DESCRIPTION:** Born from the toxic sludge of the dark seas. Prevents foes from attacking by singing funny songs and making them laugh.

**NORMAL ITEM:** Waterweed mould  
**RARE ITEM:** Leather cape  
**REGIONS:** World of Darkness, Godbird's Eyrie (Dark)

**194: DARKODILE** FAMILY: REPTILE



|     |
|-----|
| 593 |
| 0   |
| 243 |
| 96  |
| 68  |

138 EXP 637

**DESCRIPTION:** A heligator that somehow lost its way, ended up in the World of Darkness, and began a new life as a darkodile.

**NORMAL ITEM:** Hairband  
**RARE ITEM:** Scale armour  
**REGIONS:** Godbird's Eyrie (Dark), World of Darkness, Alexandria Region, West Argonia, Kingdom of Ascantha, Maella Region, Baccarat Region



**195: CYCLOPS**



482  
0  
254  
112  
94

69 EXP 443

**Description:** A one-eyed giant possessing incredible strength. Fond of splitting the skulls of enemies with a swing of its enormous club.

**NORMAL ITEM** Amor seco essence  
**RARE ITEM** Giant mallet  
**REGIONS** Untrodden Groves, Areas Accessible By Air, Trolls' Maze

**196: BLOODY HAND**



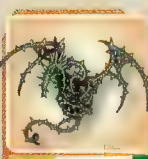
192  
0  
159  
123  
102

17 EXP 146

**Description:** Nightmarish creatures born from blood spilt on killing fields. They plunge battlefields into turmoil by beckoning other monsters into the fray.

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Gold ring  
**REGIONS** Untrodden Groves, Godbird's Eyrie, Areas Accessible By Air

**197: SNAPDRAGON**



436  
30  
171  
116  
102

63 EXP 356

**Description:** Strange monsters that are animated forms of cursed rose bushes. They entwine enemies in thorny vines, then incinerate them with powerful fire spells.

**NORMAL ITEM** Thorn whip  
**RARE ITEM** Spiked steel whip  
**REGIONS** Untrodden Groves, Areas Accessible By Air, Trolls' Maze

**198: BUFFALOGRE**



360  
0  
216  
166  
104

120 EXP 363

**Description:** A ferocious and powerful golden monster that grows even stronger when fighting alongside its friend, mohawker.

**NORMAL ITEM** Red mould  
**RARE ITEM** Iron cuirass  
**REGIONS** Untrodden Groves

**199: MOHAWKER**



344  
35  
204  
170  
103

160 EXP 318

**Description:** A silver-coloured comrade of buffalogue. This monster fights tactically, using powerful healing magic to turn the tide of battle in its favour.

**NORMAL ITEM** Waterweed mould  
**RARE ITEM** Iron shield  
**REGIONS** Untrodden Groves

**200: ARCHDEMON**



348  
45  
252  
165  
114

62 EXP 418

**Description:** Fearsome demons capable of casting some truly explosive spells. Some theorise that these monsters are the adult form of minidemons.

**NORMAL ITEM** Rockbomb shard  
**RARE ITEM** Battle fork  
**REGIONS** Black Citadel, Kingdom of Ascantha, Farebury Region, West Argonia, Holy Isle of Neos

**201: BOBONGA**



443  
0  
249  
148  
90

66 EXP 376

**Description:** An overweight and cautious dragon. When threatened, it takes a swig of amor seco essence from its jar to restore its HP.

**NORMAL ITEM** Dragon dung  
**RARE ITEM** Fresh milk  
**REGIONS** Black Citadel, Kingdom of Ascantha, Farebury Region, East Argonia, Arcadia Region

**202: CAPED CAPERER**



216  
0  
148  
159  
134

31 EXP 199

**Description:** These dancers of the netherworld once played a central role in the rituals performed in honour of the Lord of Darkness. Experts in a wide variety of dance steps.

**NORMAL ITEM** Boxer shorts  
**RARE ITEM** Devil's tail  
**REGIONS** Black Citadel, Kingdom of Ascantha, Farebury Region, Baccarat Region, Kingdom of Trodain

**203: CLAWS**



283  
0  
201  
153  
129

73 EXP 386

**Description:** Aggressive monsters covered from head to toe in hard scales. They use magic to lower enemy defences before moving in for the kill.

**NORMAL ITEM** Iron helmet  
**RARE ITEM** Assassin's dagger  
**REGIONS** Untrodden Groves, Northwest Isle, Unnamed Isle, West Argonia, Holy Isle of Neos, Black Citadel

**204: BOSS TROLL**



780  
0  
278  
79  
82

56 EXP 426

**Description:** Leaders of the troll world. Their imposing bulk translates into a massive amount of HP. Resistant to damage and difficult to defeat.

**NORMAL ITEM** Special medicine  
**RARE ITEM** Premium mould  
**REGIONS** Trolls' Maze, Kingdom of Ascantha, Alexandria Region, Black Citadel, Arcadia Region, Desert

**205: MIMIKING**



340  
Infinite  
231  
224  
135

71 EXP 402

**Description:** Treasure chests brought as tribute to the Black Citadel, transformed by the power of the Lord of Darkness into vicious monsters.

**NORMAL ITEM** Iron nail  
**RARE ITEM** Seed of wisdom  
**REGIONS** Farebury Region, Kingdom of Ascantha, Kingdom of Trodain, Blizzard Peaks, Arcadia Region, Black Citadel

**206: FOWLFIGHTER**



285  
Infinite  
245  
165  
118

60 EXP 376

**Description:** Bird-like monsters that patrol the halls of the Black Citadel. They carry swords consecrated by the Lord of Darkness himself.

**NORMAL ITEM** Garter  
**RARE ITEM** Bastard sword  
**REGIONS** Untrodden Groves, East Argonia, Unnamed Isle, Black Citadel, Kingdom of Ascantha

**207: DULLAHAN**



335  
24  
237  
265  
109

48 EXP 378

**Description:** Talented and trusted monsters that serve as guardians. They are powerful indeed, with no weak points to speak of.

**NORMAL ITEM** Leather cape  
**RARE ITEM** Steel shield  
**REGIONS** Maella Region, Kingdom of Ascantha, Kingdom of Trodain, Black Citadel, East Argonia, Baccarat Region

**208: GIGANTES**



710  
0  
285  
148  
99

36 EXP 511

**Description:** The fury of the Lord of Darkness taken physical form as a powerful monster. Combines sheer size and strength with an overwhelming hatred for anything human.

**NORMAL ITEM** Amor seco essence  
**RARE ITEM** Elfin elixir  
**REGIONS** Black Citadel, Areas Accessible By Air, Maella Region



**209: FROU-FROU** DRAGON



510  
0  
254  
180  
111

**Description:** This giant dragon swings its enormous tail to wallop multiple foes simultaneously.

57 EXP 396

**NORMAL ITEM** Magic beast hide  
**RARE ITEM** Dragon scale  
**REGIONS** Black Citadel, Alexandria Region, Maella Region, Northwest Isle, Baccarat Region

**210: STONE GUARDIAN** MINERAL



450  
0  
246  
287  
73

**Description:** A statue from the Black Citadel, risen to protect the Lord of Darkness in answer to devout believers' prayers.

80 EXP 422

**NORMAL ITEM** Rock salt  
**RARE ITEM** Mighty armlet  
**REGIONS** Black Citadel, Maella Region, Alexandria Region, East Argonia, Pickham Region

**211: WIGHT PRIEST** WIGHT



258  
Infinite  
169  
198  
126

**Description:** An apostle of the Lord of Darkness who sacrificed his own life in order to serve his master. Calls upon other monsters to fight alongside him during difficult battles.

57 EXP 398

**NORMAL ITEM** Magic vestment  
**RARE ITEM** Rune staff  
**REGIONS** Black Citadel, Alexandria Region, Farebury Region, Arcadia Region, Kingdom of Ascantha

**212: HELL GLADIATOR** HELL



276  
0  
256  
167  
112

**Description:** Powerful warriors, enslaved and imprisoned by the power of the Lord of Darkness long ago.

94 EXP 416

**NORMAL ITEM** Hades' helm  
**RARE ITEM** Platinum sword  
**REGIONS** Black Citadel, Baccarat Region, Pickham Region

**213: DARK MOTH** INSECT



286  
100  
170  
136  
118

**Description:** Few travellers survive an encounter with these foul monsters, as every beat of their dark wings fills the air with a poisonous powder.

15 EXP 226

**NORMAL ITEM** Rennet powder  
**RARE ITEM** Saint's ashes  
**REGIONS** Farebury Region, Alexandria Region, Kingdom of Trodain, Maella Region, Land of the Moles, Pickham Region, Baccarat Region, Arcadia Region

**214: DARK GRYPHON** BEAST



349  
16  
273  
186  
119

**Description:** Firebirds born phoenix-like from raging infernos. Capable of exhaling an incinerating breath. Totally resistant to any fire-based attack.

61 EXP 411

**NORMAL ITEM** Bunny tail  
**RARE ITEM** Saint's ashes  
**REGIONS** Alexandria Region, Kingdom of Ascantha, Unnamed Isle, East Argonia, Holy Isle of Neos, Pickham Region

**215: DARK SABREGAT** BEAST



372  
0  
261  
177  
128

**Description:** Ferocious shadowcats that prowl through the darkness. It is said that no one who set eyes on a dark sabregat ever lives to tell the tale.

103 EXP 507

**NORMAL ITEM** Leather hat  
**RARE ITEM** Saint's ashes  
**REGIONS** Farebury Region, Kingdom of Ascantha, Unnamed Isle, Arcadia Region, East Argonia, Pickham Region, Areas Accessible By Air

**216: HELL HOPPER** HELL



263  
255  
279  
166  
130

**Description:** A strange pair of monsters living together in a symbiotic relationship. Said to drop an exceedingly rare pair of shoes when defeated.

66 EXP 379

**NORMAL ITEM** Moon's mercy  
**RARE ITEM** Elevating shoes  
**REGIONS** Unknown...

**217: DARK DEVILDOG** HELL



397  
0  
312  
153  
105

**Description:** These powerful dog-monsters are a handful in their own right, but become even more difficult to defeat when they call upon hell's gatekeepers for help.

71 EXP 398

**NORMAL ITEM** Iron headgear  
**RARE ITEM** Life bracer  
**REGIONS** Unknown...

**218: HEAVY HOOD** HELL



438  
0  
348  
156  
127

**Description:** Murderous monsters that slipped into another world during their search for prey. When in a state of high tension, they can fell even experienced adventurers with a single chop of their axes.

53 EXP 423

**NORMAL ITEM** Velvet cape  
**RARE ITEM** Pirate's hat  
**REGIONS** Unknown...

**219: HELL STALKER** HELL



405  
0  
336  
144  
123

**Description:** Fearsome demon-creatures belched from the depths of hell. It is said that they leave an eternal killing field in their bloody wake.

46 EXP 408

**NORMAL ITEM** Magic water  
**RARE ITEM** Demon whip  
**REGIONS** Unknown...

**220: SILHOUETTE** HELL



156  
0  
169  
101  
118

**Description:** Almost nothing is known about these mysterious and phantasmal monsters who have a penchant for luring travellers to their death with an evil dance.

32 EXP 376

**NORMAL ITEM** Rennet powder  
**RARE ITEM** Saint's ashes  
**REGIONS** Unknown...

**221: DEMOCROBOT** HELL



1520  
255  
378  
185  
128

**Description:** The mighty combined form of the head of state, the body politic, the right wing, and the other right wing... er, left wing. Feared for its mastery of lightning magic.

380 EXP 1830

**NORMAL ITEM** Seed of magic  
**RARE ITEM** Gold nugget  
**REGIONS** Unknown...

**222: HEAD OF STATE** HELL



412  
255  
155  
152  
162

**Description:** The self-proclaimed brains of the team. Capable of casting both lightning-based and healing spells. Boasts of being elected by its fellow party members. In reality, it was handed the position by their father.

60 EXP 320

**NORMAL ITEM** Soft cheese  
**RARE ITEM** Thinking cap  
**REGIONS** Unknown...



**223: BODY POLITIC** FAMILY: HUMANOID



564  
0  
185  
170  
104

**Description:** The huge and sluggish body politic resists all but the most dedicated attacks.

GOLD 30 EXP 310

NORMAL ITEM Hard cheese  
RARE ITEM Magic armour  
REGIONS Unknown...

**230: BELIAL** FAMILY: DEMON



720  
60  
389  
168  
124

**Description:** A general in the army of the underworld. Already powerful in its own right, after psyching up its attacks can injure entire parties with a single strike.

156 EXP 523

NORMAL ITEM Tough guy tattoo  
RARE ITEM Battle fork  
REGIONS Unknown...

**224: RIGHT WING** FAMILY: HUMANOID



508  
0  
180  
Defence: 164  
Agility: 115

**Description:** Famed for chuckling evilly during battle. In reality, chuckles evilly all the time.

20 EXP 290

NORMAL ITEM Chunky cheese  
RARE ITEM Bastard sword  
REGIONS Unknown...

**231: SOLARIS** FAMILY: ELEMENTAL



457  
0  
331  
203  
129

**Description:** A mad planet with evil ambitions. Calls forth meteor storms to destroy any who dare oppose it.

86 EXP 468

NORMAL ITEM Moonwort bulb  
RARE ITEM Seed of skill  
REGIONS Unknown...

**225: LEFT WING** FAMILY: HUMANOID



396  
0  
163  
159  
115

**Description:** Incidentally complains about the activities of the right wing, body politic, and head of state, but lacks the motivation to actually do anything about it.

20 EXP 280

NORMAL ITEM Highly-strung cheese  
RARE ITEM Power shield  
REGIONS Unknown...

**232: GREAT TROLL** FAMILY: DEMON



1010  
0  
415  
66  
101

**Description:** An incredibly destructive monster with an attack power almost beyond imagination. Said to carry extremely rare seeds.

68 EXP 679

NORMAL ITEM Medicinal herb  
RARE ITEM Seed of skill  
REGIONS Trolls' Maze, Unknown...

**226: PANDORA'S BOX** FAMILY: MATERIAL



405  
255  
369  
210  
130

**Description:** Like a demented jack-in-the-box, this well-camouflaged monster lives to surprise unwary travellers. Often carries precious materials that can be used in the alchemy pot.

184 EXP 560

NORMAL ITEM Recovery ring  
RARE ITEM Orichalcum  
REGIONS Unknown...

**233: UNHOLY BISHOP** FAMILY: HUMANOID



412  
58  
153  
180  
102

**Description:** Fearsome magicians who hold the power of life and death in their cruel hands. Masters of magic, they are adept at casting every form of spell.

73 EXP 619

NORMAL ITEM Spangled dress  
RARE ITEM Velvet cape  
REGIONS Unknown...

**227: WIGHT KING** FAMILY: ZOMBIE



456  
64  
194  
136  
125

**Description:** Once a king amongst men. Killed during a crusade. His bitter soul bears a grudge to this very day.

72 EXP 477

NORMAL ITEM Saint's ashes  
RARE ITEM Skull ring  
REGIONS Unknown...

**234: HELL'S GATEKEEPER** FAMILY: ZOMBIE



625  
0  
354  
225  
105

**Description:** A monster that stands guard at the gates to the netherworld. Calls forth an elysium bird to drive your monster team back into reserve.

68 EXP 662

NORMAL ITEM Platinum mail  
RARE ITEM Ruinous shield  
REGIONS Unknown...

**228: INVISIBLE SWORDSMAN** FAMILY: ZOMBIE



511  
0  
314  
178  
128

**Description:** A knight that traded his physical body for the power of the Lord of Darkness. Lofts his sword high in the air to call down a divine punishment upon his foes.

55 EXP 502

NORMAL ITEM Dark robe  
RARE ITEM Rusty old sword  
REGIONS Unknown...

**235: CROCODOG** FAMILY: BEAST



1070  
0  
386  
168  
108

**Description:** An enormous, airborne alligator creature with a cruel smile and a vicious chuckle. Beware its powerful body-slam attack.

82 EXP 718

NORMAL ITEM Leather shield  
RARE ITEM Seed of skill  
REGIONS Unknown...

**229: HELLSPAWN** FAMILY: ELEMENTAL



107  
0  
156  
54  
121

**Description:** Undead creatures that torment enemies with an array of powerful and destructive breath attacks. Psyche up if you want any hope of landing a solid hit.

42 EXP 389

NORMAL ITEM Nook grass  
RARE ITEM Cloak of evasion  
REGIONS Unknown...

**236: KHALAMARI KID** FAMILY: AQUATIC



44  
0  
44  
31  
42

**Description:** The juvenile form of the same type of monsters as Khalamari. Often tries to play with the enemy instead of attacking them.

9 EXP 37

NORMAL ITEM Waterweed mould  
RARE ITEM Oaken club  
REGIONS Kingdom of Ascantha, Pickham Region, Ocean

ESTIMATE



**237: SEE URCHIN** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 16 |
| MP  | 4  |
| DEF | 28 |
| SPD | 4  |
| ATK | 45 |
| EXP | 24 |

**Description:** A healer of the sea. Will often flee immediately after healing an injured comrade. Can be quite difficult to hit.

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Bandit's grass skirt  
**REGIONS** Alexandria Region, Kingdom of Ascantha, Ocean

**244: SQUID KID** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 74 |
| MP  | 0  |
| DEF | 71 |
| SPD | 68 |
| ATK | 48 |
| EXP | 74 |

**Description:** The juvenile form of the king squid. Not particularly interested in fighting. Think of them as the mascots of the sea!

**NORMAL ITEM** Pointy hat  
**RARE ITEM** Dancer's costume  
**REGIONS** East Argonia

**238: MAN O' WAR** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 35 |
| MP  | 0  |
| DEF | 34 |
| SPD | 22 |
| ATK | 23 |
| EXP | 23 |

**Description:** Their cute appearance belies the ferocity of their attacks. Known for preying upon ships at sea, which they surround and subdue with powerful paralysis spells.

**NORMAL ITEM** Moonwort bulb  
**RARE ITEM** Plain cheese  
**REGIONS** Alexandria Region, Ocean, Pirate's Cove

**245: CRAYZEE** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 91 |
| MP  | 16 |
| DEF | 86 |
| SPD | 85 |
| ATK | 64 |
| EXP | 94 |

**Description:** Crayfish monsters covered in ultra-hard armour plates. Particularly resistant to air-based spells.

**NORMAL ITEM** Edged boomerang  
**RARE ITEM** Turtle shell  
**REGIONS** East Argonia, Pirate's Cove

**239: YABBY** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 41 |
| MP  | 2  |
| DEF | 41 |
| SPD | 37 |
| ATK | 21 |
| EXP | 31 |

**Description:** A monstrous crustacean sporting an impenetrable shell. Parries attacks by flexing its body.

**NORMAL ITEM** Boomerang  
**RARE ITEM** Scale shield  
**REGIONS** Alexandria Region, Kingdom of Ascantha, Pickham Region

**246: EVEL** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 96 |
| MP  | 0  |
| DEF | 95 |
| SPD | 81 |
| ATK | 62 |
| EXP | 92 |

**Description:** A monstrous form of moray eel that subdues enemies with a mouth full of poisonous fangs.

**NORMAL ITEM** Antidotal herb  
**RARE ITEM** Snakeskin whip  
**REGIONS** Ocean

**240: KING KELP** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 86 |
| MP  | 8  |
| DEF | 48 |
| SPD | 36 |
| ATK | 35 |
| EXP | 56 |

**Description:** Like pop-stars of the deep sea, these vile vocalists call other monsters to their aid with their smooth singing voices.

**NORMAL ITEM** Waterweed mould  
**RARE ITEM** Coral hairpin  
**REGIONS** Kingdom of Ascantha, Pickham Region, Pirate's Cove, Ocean

**247: MERMAN** FAMILY: AQUATIC



|     |     |
|-----|-----|
| HP  | 101 |
| MP  | 12  |
| DEF | 92  |
| SPD | 86  |
| ATK | 65  |
| EXP | 106 |

**Description:** A fearsome hunter of the sea. Uses magic to decrease a foe's defence before slashing at it with its razor-sharp talons.

**NORMAL ITEM** Medicinal herb  
**RARE ITEM** Scale armour  
**REGIONS** Pickham Region, East Argonia

**241: WILD BOARFISH** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 62 |
| MP  | 0  |
| DEF | 62 |
| SPD | 70 |
| ATK | 56 |
| EXP | 60 |

**Description:** A fish monster with a pig-like face. Its flesh is poison to anyone foolish enough to eat it.

**NORMAL ITEM** Antidotal herb  
**RARE ITEM** Scale shield  
**REGIONS** Ocean

**248: KING SQUID** FAMILY: AQUATIC



|     |     |
|-----|-----|
| HP  | 261 |
| MP  | 0   |
| DEF | 111 |
| SPD | 54  |
| ATK | 15  |
| EXP | 116 |

**Description:** Feared by sailors, who also call these monsters 'terror tentacles'. Due to the high HP of king squids, you may want to use instant-death spells rather than physical attacks to subdue them.

**NORMAL ITEM** Leather whip  
**RARE ITEM** Strong medicine  
**REGIONS** Baccarat Region, Ocean

**242: ANCHORMAN** FAMILY: AQUATIC



|     |    |
|-----|----|
| HP  | 80 |
| MP  | 16 |
| DEF | 75 |
| SPD | 82 |
| ATK | 50 |
| EXP | 75 |

**Description:** The anchor of a ship that sunk with all hands on board, given new life as a vengeful monster. Launches itself from the sea bed in an attempt to bring other ships down to share its fate.

**NORMAL ITEM** Tough guy tattoo  
**RARE ITEM** Assassin's dagger  
**REGIONS** East Argonia, Ocean

**249: OCTAVIAN SENTRY** FAMILY: AQUATIC



|     |     |
|-----|-----|
| HP  | 116 |
| MP  | 36  |
| DEF | 111 |
| SPD | 87  |
| ATK | 55  |
| EXP | 120 |

**Description:** Highly trained warriors of the sea, equally adept at physical and magical combat. Difficult to defeat with physical attacks alone.

**NORMAL ITEM** Iron helmet  
**RARE ITEM** Long spear  
**REGIONS** East Argonia

**243: SEE ANGEL** FAMILY: AQUATIC

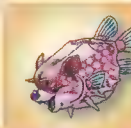


|     |    |
|-----|----|
| HP  | 82 |
| MP  | 15 |
| DEF | 46 |
| SPD | 16 |
| ATK | 70 |
| EXP | 79 |

**Description:** Expert healers of the sea. Focus your attacks on these monsters first, as they are capable of resurrecting fallen allies.

**NORMAL ITEM** Amor seco essence  
**RARE ITEM** Bunny tail  
**REGIONS** Ocean

**250: PIGMALION** FAMILY: AQUATIC



|     |     |
|-----|-----|
| HP  | 100 |
| MP  | 12  |
| DEF | 89  |
| SPD | 72  |
| ATK | 67  |
| EXP | 109 |

**Description:** The tortured spirits of humans who perished at sea. Whenever a fellow monster dies, pigmalions almost inevitably sacrifice their own lives to resurrect their fallen allies.

**NORMAL ITEM** Antidotal herb  
**RARE ITEM** Waterweed mould  
**REGIONS** Ocean



**251: SEA DRAGON**



HP: 123, MP: 24, Attack: 106, Defense: 80, Speed: 85

51 EXP 114

**Description:** Fearsome monsters of the deep sea. Capable of using Gigaflash to dazzle enemies. Remarkably agile and hard to hit.

|             |                 |
|-------------|-----------------|
| NORMAL ITEM | Dragon scale    |
| RARE ITEM   | Scholar's specs |
| REGIONS     | Ocean           |

**256: SEASAU**



HP: 181, MP: 0, Attack: 145, Defense: 90, Speed: 61

36 EXP 194

**Description:** Masters of breath-based attacks, these monsters use their fearful roar to intimidate enemies.

|             |                   |
|-------------|-------------------|
| NORMAL ITEM | Dragon scale      |
| RARE ITEM   | Mercury's bandana |
| REGIONS     | East Argonia      |

**252: FOUL ANCHOR**



HP: 47, MP: 16, Attack: 109, Defense: 184, Speed: 68

33 EXP 121

**Description:** Fearsome and angry wharf-monsters. Use spells to attack them, as weapons have little or no effect on their tough steel bodies.

|             |                 |
|-------------|-----------------|
| NORMAL ITEM | Iron lance      |
| RARE ITEM   | Farmer's scythe |
| REGIONS     | Ocean           |

**257: OCTAVIAN PIRATE**



HP: 205, MP: 16, Attack: 153, Defense: 128, Speed: 89

63 EXP 290

**Description:** Long feared by sailors, these monsters use their vicious lances and lightning-fast reflexes to deprive unwary ships of treasure.

|             |               |
|-------------|---------------|
| NORMAL ITEM | Iron shield   |
| RARE ITEM   | Iron lance    |
| REGIONS     | Pirate's Cove |

**253: POISON EVEEL**



HP: 110, MP: 0, Attack: 125, Defense: 94, Speed: 70

16 EXP 116

**Description:** A monster resembling an enormous sea snake. Highly venomous, these monsters use their fearful appearance to confuse enemies during battle.

|             |                |
|-------------|----------------|
| NORMAL ITEM | Medicinal herb |
| RARE ITEM   | Snakeskin whip |
| REGIONS     | Ocean          |

**258: RIPTIDE**



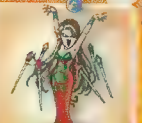
HP: 235, MP: 13, Attack: 186, Defense: 136, Speed: 78

113 EXP 331

**Description:** A fearsome fighter of the seas with razor-sharp claws. Capable of spinning its body like a propeller to cut the enemy to ribbons.

|             |               |
|-------------|---------------|
| NORMAL ITEM | Dagger        |
| RARE ITEM   | Scale armour  |
| REGIONS     | Pirate's Cove |

**254: SIREN**



HP: 112, MP: 16, Attack: 27, Defense: 86, Speed: 63

43 EXP 123

**Description:** Evil mermaids that seduce and lure unwary sailors to their deaths with the tantalising promise of Puff-Puff delights.

|             |                |
|-------------|----------------|
| NORMAL ITEM | Coral hairpin  |
| RARE ITEM   | Wizard's staff |
| REGIONS     | Ocean          |

**259: TENTACULAR**



HP: 502, MP: 20, Attack: 174, Defense: 40, Speed: 45

52 EXP 303

**Description:** Rulers of the deep sea, these monsters boast incredible vitality. Generally speaking, they are nearly impossible to defeat with physical attacks alone.

|             |                |
|-------------|----------------|
| NORMAL ITEM | Medicinal herb |
| RARE ITEM   | Full moon ring |
| REGIONS     | Ocean          |

**255: MERKING**



HP: 196, MP: 32, Attack: 169, Defense: 115, Speed: 86

54 EXP 278

**Description:** An elite among mermen. The hard scales covering its body bestow complete resistance to fire-based spells. Beware of their high attack power.

|             |                |
|-------------|----------------|
| NORMAL ITEM | Antidotal herb |
| RARE ITEM   | Medicinal herb |
| REGIONS     | Pirate's Cove  |

**260: ABYSS DIVER**



HP: 230, MP: 21, Attack: 168, Defense: 99, Speed: 67

38 EXP 255

**Description:** Ferocious and hungry sea monsters. They wait in deep waters for ships to pass overhead, then launch themselves toward the surface to sink them.

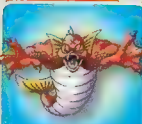
|             |                 |
|-------------|-----------------|
| NORMAL ITEM | Waterweed mould |
| RARE ITEM   | Spicy cheese    |
| REGIONS     | Ocean           |

BESTIARY

# SELECTED BOSS MONSTERS

The following section contains just a smattering of the bosses in the game. Part of the enjoyment of playing this game is deciphering the strengths and weaknesses of the bosses, so be cautious when entering any boss fight!

**261: GEYSER**



HP: 173, MP: 20, Attack: 43, Defense: 14, Speed: 9

108 EXP 107

**Description:** A bitter and vengeful merman who has long sought the torture feller responsible for dropping a crystal ball on his head.

|             |                  |
|-------------|------------------|
| NORMAL ITEM | Seed of strength |
| RARE ITEM   | N/A              |
| REGIONS     | Waterfall Cave   |

**262: KHALAMARI**



HP: 360, MP: 255, Attack: 63, Defense: 16, Speed: 17

230 EXP 311

**Description:** Although temporarily transformed into a ferocious brute by Dhoulmagus's enchantments, Khalamari is actually quite a kind fellow at heart. At one time he planned to open his own comedy club.

|             |       |
|-------------|-------|
| NORMAL ITEM | N/A   |
| RARE ITEM   | N/A   |
| REGIONS     | Ocean |



**263: TORTURED SOUL** FAMILY: ZOMBIE



HP 425  
MP 255  
DEF 66  
SPD 35  
LCK 36

200 EXP 680

NORMAL ITEM Gold rosary  
RARE ITEM N/A  
REGIONS Ruined Abbey

**Description:** The cursed spirit of the abbot of the former abbey, which was destroyed after being stricken by the plague. Slaying this poor creature put an end to many centuries of suffering.

**273: RED HORN** FAMILY: BEAST



HP 3100  
MP 0  
DEF 278  
SPD 144  
LCK 93

1500 EXP 4200

NORMAL ITEM Strong medicine  
RARE ITEM Seed of strength  
REGIONS Unnamed Isle, Dragon Graveyard

**Description:** One of the guardians of the Doors of Judgement deep within the Dragon Graveyard. Has carried out his duty for too many years to remember.

**264: TRAP BOX** FAMILY: MATERIAL



HP 1100  
MP 255  
DEF 92  
SPD 60  
LCK 50

660 EXP 1020

NORMAL ITEM Venus' tear  
RARE ITEM N/A  
REGIONS Swordsman's Labyrinth

**Description:** A monster that carries the precious Venus' tear in its mouth. Its guiding motivation appears to be its obsession with priceless jewels and treasures.

**274: BLUE FANG** FAMILY: BEAST



HP 2630  
MP 16  
DEF 243  
SPD 173  
LCK 97

1200 EXP 3990

NORMAL ITEM Strong antidote  
RARE ITEM Seed of wisdom  
REGIONS Unnamed Isle, Dragon Graveyard

**Description:** One of the guardians of the Dragon Graveyard. Attacks candidates to test their worthiness to undertake the trial.

**265: DON MOLE** FAMILY: BEAST



HP 1280  
MP 0  
DEF 132  
SPD 76  
LCK 64

360 EXP 1160

NORMAL ITEM N/A  
RARE ITEM N/A  
REGIONS Mole Hole

**Description:** A self-proclaimed artist and music lover. Unfortunately for those around him, his love for music doesn't necessarily mean he's any good at it.

**276: GEMON** FAMILY: BIRD



HP 3960  
MP 8  
DEF 328  
SPD 152  
LCK 99

0 EXP 8600

NORMAL ITEM Seed of skill  
RARE ITEM N/A  
REGIONS World of Darkness

**Description:** Took Emphyrea's egg hostage to force her to attack Dark Emphychu.

**266: SOUL MOLE** FAMILY: BEAST



HP 88  
MP 0  
DEF 80  
SPD 80  
LCK 55

16 EXP 68

NORMAL ITEM N/A  
RARE ITEM N/A  
REGIONS Mole Hole

**Description:** Don Mole's loyal henchmen. Willing to endure anything for their boss... Except listening to his music, that is.

**279: SERVANT OF DARKNESS** FAMILY: UNKNOWN



HP 432  
MP 255  
DEF 369  
SPD 237  
LCK 156

301 EXP 1600

NORMAL ITEM Hades' helm  
RARE ITEM Mirror armour  
REGIONS Black Citadel, Unknown...

**Description:** Once the world's most powerful warrior, his abilities earned him a place as a sentinel of the Black Citadel.

**267: ARGON LIZARD** FAMILY: DRAGON



HP 472  
MP 0  
DEF 168  
SPD 155  
LCK 90

102 EXP 650

NORMAL ITEM Argon heart  
RARE ITEM N/A  
REGIONS Royal Hunting Ground

**Description:** Long hunted for their precious Argon hearts, these monsters run at the first sight of humans.

**284: MEGALODON** FAMILY: UNKNOWN



HP 528  
MP 32  
DEF 288  
SPD 145  
LCK 115

0 EXP 1350

NORMAL ITEM Yggdrasil dew  
RARE ITEM N/A  
REGIONS Black Citadel

**Description:** One of the main guardians of the Black Citadel. Draws upon the power of the deepest, darkest seas to destroy the World of Light.

**268: GREAT ARGON LIZARD** FAMILY: DRAGON



HP 1390  
MP 0  
DEF 195  
SPD 160  
LCK 54

520 EXP 2830

NORMAL ITEM Great big Argon heart  
RARE ITEM N/A  
REGIONS Royal Hunting Ground

**Description:** The largest and most impressive Argon lizard. Its Argon heart is said to be pretty huge!

**285: RUIN** FAMILY: UNKNOWN



HP 3800  
MP 0  
DEF 513  
SPD 120  
LCK 100

0 EXP 2480

NORMAL ITEM Orichalcum  
RARE ITEM N/A  
REGIONS Black Citadel

**Description:** The ruin of the Black Citadel itself, risen to defend its master!



# INFAMOUS MONSTERS



## ARCHER

TITLE: SHARPSHOOTER  
SPECIES: BODKIN BOWYER  
FAMILY: HUMANOID



HP: 88-193  
MP: 15-32  
Attack: 58-154  
Defence: 50-190  
Agility: 38-231  
Turns in Combat: 0.7  
EXP 46

**Comments:** Sharpshooter a.k.a Archer has a more useful selection of attacks than its kin, including Snooze spells and the Multishot ability. However, it is still hampered by low HP.

|              |                     |
|--------------|---------------------|
| MONSTER COIN | Copper              |
| TEAM         | The Angry Archers   |
| DEATHMOVE    | Harrowing Arrow     |
| TEAM BONUSES | Team Max HP +15     |
| TEAM         | Not Quite Human     |
| DEATHMOVE    | N/A                 |
| TEAM BONUSES | Team Max HP +15     |
| LOCATION     | Kingdom of Ascantha |

CONDITION None

Here are all the monsters you can find, recruit, and add to your Monster Arena teams. Consider the following when putting together a team:



*Many monsters have stats that are not fixed because they rise along with the level of your party leader. Note that these stats reflect the stats they will bring to your team; many Team Monsters have higher stats when they fight your party during the scouting process.*



*Turns in combat is only relevant when you use the Call Team command in a normal battle. Add together the Turns in Combat field for all three numbers, then round off to the nearest whole number. This determines how long your team will stay on the field. The wait extra turn team bonus adds 1 to this number.*



*The Teams are special monster teams to which the monster belongs. See the "Special Monster Teams" chapter to find out what other monsters are needed to fill out the team and unlock the bonuses.*

## ARCHFIEND

TITLE: ARCH-ARCHDEMON  
SPECIES: ARCHDEMON  
FAMILY: DEMON



HP: 926  
MP: 38-74  
Attack: 304-335  
Defence: 132-168  
Agility: 102-190  
Turns in Combat: 0.9  
EXP 466

**Comments:** Arch-archdemon a.k.a Archfiend has 926 HP, a high attack score, and the useful Kaboom spell (as well as Insulatie). It doesn't play well with other monsters, but is a great addition to any team.

|              |                  |
|--------------|------------------|
| MONSTER COIN | Gold             |
| TEAM         | Far From Heaven  |
| DEATHMOVE    | N/A              |
| TEAM BONUSES | Wait Extra Turn  |
| LOCATION     | Untrodden Groves |

CONDITION None

## BLADEWOLF

TITLE: LOOPY LUPUS  
SPECIES: JUMPING JACKAL  
FAMILY: BEAST



HP: 441-541  
MP: 0  
Attack: 208-278  
Defence: 101-238  
Agility: 90-168  
Turns in Combat: 1.2  
EXP 216

**Comments:** Loopy Lupus a.k.a. Bladewolf will add some offensive might to any mid-level team with its powerful and consistent attacks. But first you must find it; it prowls around on a small island that doesn't even appear on the world map!

|              |                                                       |
|--------------|-------------------------------------------------------|
| MONSTER COIN | Silver                                                |
| TEAM         | Just Beastly                                          |
| DEATHMOVE    | N/A                                                   |
| TEAM BONUSES | Team Attack +15                                       |
| LOCATION     | Uncharted Isle on the southwest part of the world map |

CONDITION After defeating Monster Arena Rank D

## ARGES

TITLE: BIG BLUE BULLY  
SPECIES: CYCLOPS  
FAMILY: DEMON



HP: 671-760  
MP: 0  
Attack: 238-255  
Defence: 112-124  
Agility: 94-159  
Turns in Combat: 0.9  
EXP 346

**Comments:** Big Blue Bully a.k.a. Arges is a heavy hitter with a lot of HP, but it's a bit below the power curve by the time you can scout it. Brontes, for example, is a very similar monster that has better stats and works in a larger combination of teams.

|              |                                             |
|--------------|---------------------------------------------|
| MONSTER COIN | Silver                                      |
| TEAM         | Club Club                                   |
| DEATHMOVE    | Mind Breaker                                |
| TEAM BONUSES | N/A                                         |
| TEAM         | Far From Heaven                             |
| DEATHMOVE    | N/A                                         |
| TEAM BONUSES | Wait Extra Turn                             |
| LOCATION     | Untrodden Groves in Areas Accessible By Air |

CONDITION None

## BLIZAG JR.

TITLE: COLD FIRE  
SPECIES: FROSTBURN  
FAMILY: ELEMENTAL



HP: 199-223  
MP: 12-16  
Attack: 118-190  
Defence: 82-155  
Agility: 93-134  
Turns in Combat: 0.8  
EXP 224

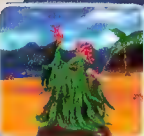
**Comments:** Cold Fire a.k.a. Blizag Jr. can be a dangerous monster to scout, because it can use the Thwack spell to score instant-kills. Thwack can work in the Monster Arena too, but it is less effective because it can only target one enemy at a time.

|              |                   |
|--------------|-------------------|
| MONSTER COIN | Copper            |
| TEAM         | Demented Elements |
| DEATHMOVE    | Elemental Storm   |
| TEAM BONUSES | N/A               |
| LOCATION     | Blizzard Peaks    |

CONDITION None

## BIG AL

TITLE: AL GEE  
SPECIES: KING KELP  
FAMILY: AQUATIC



HP: 226-327  
MP: 16-22  
Attack: 126-203  
Defence: 89-113  
Agility: 72-183  
Turns in Combat: 1  
EXP 181

**Comments:** Al Gee a.k.a. Big Al's Silly Song only hits one target. He also suffers from a lack of defence, although he can shore up this weakness to some extent with his Midheal spell.

|              |                  |
|--------------|------------------|
| MONSTER COIN | Copper           |
| TEAM         | The Psyche Wards |
| DEATHMOVE    | Tension Boost    |
| TEAM BONUSES | N/A              |
| TEAM         | The Aqua Marines |
| DEATHMOVE    | N/A              |
| TEAM BONUSES | Team Defence +30 |
| LOCATION     | E Argonia        |

CONDITION None

## BONES

TITLE: OLD SOLDIER  
SPECIES: SKELETON  
FAMILY: ZOMBIE



HP: 271  
MP: 10-29  
Attack: 148-187  
Defence: 81-208  
Agility: 90-217  
Turns in Combat: 0.6  
EXP 173

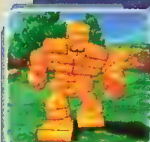
**Comments:** Old Soldier a.k.a Bones is a decent warrior that alternates between sword strikes and casting Kasap. If you're looking for a third swordsman, Bones will fit the bill. When fighting solo, though, Bones has too few HP to last.

|              |                   |
|--------------|-------------------|
| MONSTER COIN | Copper            |
| TEAM         | The Blade Runners |
| DEATHMOVE    | Triple Swords     |
| TEAM BONUSES | N/A               |
| TEAM         | The Zombobops     |
| DEATHMOVE    | N/A               |
| TEAM BONUSES | Team Max HP +30   |
| LOCATION     | Northwest Isle    |

CONDITION None



## BRICKMAN



HP: 260-743  
MP: 0  
Attack: 132-297  
Defence: 89-302  
Agility: 37-165  
Turns in Combat: 0.7

|              |                 |     |
|--------------|-----------------|-----|
| 55           | EXP             | 275 |
| MONSTER COIN | Silver          |     |
| TEAM         | My Three Golems |     |
| DEATHMOVE    | The Golemator   |     |
| TEAM BONUSES | N/A             |     |
| TEAM         | Materialistic   |     |
| DEATHMOVE    | N/A             |     |
| TEAM BONUSES | Wait Extra Turn |     |
| LOCATION     | Maella Region   |     |

**Comments:** Bricklayer a.k.a. Brickman is unique among the Golems, as its stats don't increase like the others. Like the other Golems, Brickman is a solid attacker and a key part of the all-Golem team, but it will spend some of its turns psyching up instead of attacking.

CONDITION None

TITLE: BRICKLAYER  
SPECIES: GOLEM  
FAMILY: MATERIAL

## CLIO



HP: 131-284  
MP: 48-89  
Attack: 36-50  
Defence: 83-131  
Agility: 163-233  
Turns in Combat: 0.6

|              |                  |     |
|--------------|------------------|-----|
| 40           | EXP              | 120 |
| MONSTER COIN | Silver           |     |
| TEAM         | The Aqua Marines |     |
| DEATHMOVE    | N/A              |     |
| TEAM BONUSES | Team Defence +30 |     |
| LOCATION     | Unnamed Isle     |     |

**Comments:** With recovery spells like Zing and Multiheal and a naturally high agility (further boosted by Accelerate), Colossal Cione a.k.a. Clio can be a very effective healer. However, this monster doesn't have enough HP to survive for long in any Monster Arena battles beyond the first few ranks.

CONDITION None

TITLE: COLOSSAL CLIONE  
SPECIES: SEE ANGEL  
FAMILY: AQUATIC

## BRONTES



HP: 764-864  
MP: 0  
Attack: 274-282  
Defence: 141-166  
Agility: 88-99  
Turns in Combat: 1

|              |                  |     |
|--------------|------------------|-----|
| 75           | EXP              | 381 |
| MONSTER COIN | Gold             |     |
| TEAM         | Two Eyes         |     |
| DEATHMOVE    | Sapper Slappers  |     |
| TEAM BONUSES | Wait Extra Turn  |     |
| TEAM         | Club Club        |     |
| DEATHMOVE    | Mind Breaker     |     |
| TEAM BONUSES | N/A              |     |
| LOCATION     | Isolated Plateau |     |

**Comments:** Gigantes Guardsman a.k.a. Brontes is a top-class monster that delivers consistently powerful attacks. Like Steropes, its partner in team Two Eyes, Brontes is a bit of a marshmallow with lots of HP but only average defence.

|              |                 |
|--------------|-----------------|
| TEAM         | Far From Heaven |
| DEATHMOVE    | N/A             |
| TEAM BONUSES | Wait Extra Turn |
| CONDITION    | Day only        |

TITLE: GIGANTES GUARDSMAN  
SPECIES: GIGANTES  
FAMILY: DEMON

## COWBOY



HP: 181-764  
MP: 0  
Attack: 61-196  
Defence: 21-124  
Agility: 20-195  
Turns in Combat: 0.8

|              |                   |    |
|--------------|-------------------|----|
| 21           | EXP               | 42 |
| MONSTER COIN | Copper            |    |
| TEAM         | Just Beastly      |    |
| DEATHMOVE    | N/A               |    |
| TEAM BONUSES | Team Attack +15   |    |
| LOCATION     | Alexandria Region |    |

**Comments:** Buffalo Bill a.k.a. Cowboy is a simple and straightforward attacker. Its attacks grow significantly along with your Hero's level, but they'll always be at the low end of the scale.

CONDITION None

TITLE: BUFFALO BILL  
SPECIES: BULLFINCH  
FAMILY: BEAST

## BUSH-W.



HP: 563-611  
MP: 0  
Attack: 189-232  
Defence: 138-176  
Agility: 100-240  
Turns in Combat: 0.9

|              |                                   |     |
|--------------|-----------------------------------|-----|
| 83           | EXP                               | 326 |
| MONSTER COIN | Silver                            |     |
| TEAM         | The Hackers                       |     |
| DEATHMOVE    | Typhoeus' Maul                    |     |
| TEAM BONUSES | N/A                               |     |
| TEAM         | Not Quite Human                   |     |
| DEATHMOVE    | N/A                               |     |
| TEAM BONUSES | Team Max HP +15                   |     |
| LOCATION     | Kingdom of Ascantha on small isle |     |

**Comments:** Bushwhacker a.k.a. Bush-W. is a powerful, quick, and reliable attacker. Bush-W. is also a particularly good choice in combination with other axe-wielding monsters.

CONDITION None

TITLE: BUSHWHACKER  
SPECIES: BERSERKER  
FAMILY: HUMANOID

## CURER



HP: 369-384  
MP: 32-47  
Attack: 76-95  
Defence: 128-188  
Agility: 93-229  
Turns in Combat: 1.2

|              |                             |     |
|--------------|-----------------------------|-----|
| 72           | EXP                         | 309 |
| MONSTER COIN | Silver                      |     |
| TEAM         | Slime Therapy               |     |
| DEATHMOVE    | Multiheal                   |     |
| TEAM BONUSES | Team Max HP x2              |     |
| TEAM         | Trauma Centre               |     |
| DEATHMOVE    | Omniheal                    |     |
| TEAM BONUSES | Team Max HP x2              |     |
| TEAM         | The King and Us             |     |
| DEATHMOVE    | Maximaster                  |     |
| TEAM BONUSES | Team Max HP x2              |     |
| LOCATION     | Two areas in Arcadia Region |     |

**Comments:** Angel of Curing a.k.a. Curer is an enhanced version of Healer who uses Fullheal and Multiheal instead of the weaker versions. It is quite resilient for a healer, and can function well solo or in a wide variety of teams with Healer and other slimes.

|              |                                      |
|--------------|--------------------------------------|
| TEAM         | Wizards o' Z                         |
| DEATHMOVE    | Zingslinger                          |
| TEAM BONUSES | Team Max HP x2                       |
| TEAM         | Slime Power                          |
| DEATHMOVE    | N/A                                  |
| TEAM BONUSES | Team Max HP x2                       |
| CONDITION    | After defeating Monster Arena Rank F |

TITLE: ANGEL OF CURING  
SPECIES: CURESLIME  
FAMILY: SLIME

## CAPERS



HP: 281-665  
MP: 0  
Attack: 196-303  
Defence: 83-205  
Agility: 90-227  
Turns in Combat: 1

|              |                     |
|--------------|---------------------|
| Team         | HP +30              |
| MONSTER COIN |                     |
| TEAM         |                     |
| DEATHMOVE    | Team Goodnight      |
| TEAM BONUSES | Dirge               |
| TEAM         | N/A                 |
| DEATHMOVE    | The Blade Runners   |
| TEAM BONUSES | Triple Swords       |
| LOCATION     | Kingdom of Ascantha |

**Comments:** Fantom of Chopera a.k.a. Capers is a deadly attacker that can be scouted early in the game. It attacks reliably, often using a sword attack that causes good damage. As a sword-wielding, zombie/nocturnal creature, it fits into three special teams.

|              |                                                        |
|--------------|--------------------------------------------------------|
| TEAM         | N/A                                                    |
| DEATHMOVE    | The Zombebops                                          |
| TEAM BONUSES | N/A                                                    |
| CONDITION    | Night only; appears after beating Monster Arena Rank F |

TITLE: FANTOM OF CHOPERA  
SPECIES: PHANTOM FENCER  
FAMILY: ZOMBIE

## CYBOT



HP: 525-635  
MP: 0  
Attack: 210-250  
Defence: 175-275  
Agility: 125-225  
Turns in Combat: 1.2

|              |                   |     |
|--------------|-------------------|-----|
| 121          | EXP               | 336 |
| MONSTER COIN | Silver            |     |
| TEAM         | The Blade Runners |     |
| DEATHMOVE    | Triple Swords     |     |
| TEAM BONUSES | N/A               |     |
| TEAM         | Clank and Spank   |     |
| DEATHMOVE    | Metal Panic       |     |
| TEAM BONUSES | N/A               |     |
| LOCATION     | Blizzard Peaks    |     |

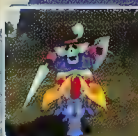
**Comments:** Attack Bot Mk II a.k.a. Cybot is virtually identical to Roborg, but with slightly better stats. Still, if one Killing Machine is good, two are better, and three are nearly unstoppable!

|              |                                      |
|--------------|--------------------------------------|
| TEAM         | Triple Trouble                       |
| DEATHMOVE    | Stream Killer Attack                 |
| TEAM BONUSES | N/A                                  |
| CONDITION    | After defeating Monster Arena Rank D |

TITLE: ATTACK BOT MK II  
SPECIES: KILLING MACHINE  
FAMILY: MACHINE



## DEADNOBLE



HP: 418-490  
MP: 0  
Attack: 158-260  
Defence: 116-280  
Agility: 68-207  
Turns in Combat: 0.9

TITLE: OCCULT RIDER  
SPECIES: BONE BARON  
FAMILY: ZOMBIE

**Comments:** Occult Rider a.k.a. Deadnoble is a reliable fighter with high defence scores and powerful attacks. Pair him with other lancers, riders, or other zombies to unlock his ultimate potential.

|              |                  |     |
|--------------|------------------|-----|
| 89           | EXP              | 224 |
| MONSTER COIN | Copper           |     |
| TEAM         | The Javelinas    |     |
| DEATHMOVE    | Jolly Jousters   |     |
| TEAM BONUSES | N/A              |     |
| TEAM         | The Nightriders  |     |
| DEATHMOVE    | Riders' Carnival |     |
| TEAM BONUSES | N/A              |     |
| LOCATION     | Northwest Isle   |     |

|              |                                              |
|--------------|----------------------------------------------|
| TEAM         | The Zombebops                                |
| DEATHMOVE    | N/A                                          |
| TEAM BONUSES | Team Max HP +30                              |
| CONDITION    | Appears after defeating Monster Arena Rank D |

## DOLDRUMS



HP: 130-239  
MP: 8-28  
Attack: 109-178  
Defence: 132-212  
Agility: 105-244  
Turns in Combat: 1

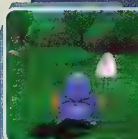
TITLE: PUPPET PUGILIST  
SPECIES: PUPPET MASTER  
FAMILY: HUMANOID

**Comments:** Puppet Pugilist a.k.a. Doldrums is physically weak, however, its attacks have a lot of status effects. They can also cast Multiheal if they have enough MP (it costs 10 MP a pop). Doldrums and Moppet gain a special agility bonus on top of the usual humanoid HP boost when used together.

|              |                  |     |
|--------------|------------------|-----|
| 56           | EXP              | 173 |
| MONSTER COIN | Copper           |     |
| TEAM         | Valentine's Day  |     |
| DEATHMOVE    | N/A              |     |
| TEAM BONUSES | Team Agility +15 |     |
| TEAM         | Not Quite Human  |     |
| DEATHMOVE    | N/A              |     |
| TEAM BONUSES | Team Max HP +15  |     |
| LOCATION     | Isolated Plateau |     |

CONDITION None

## DOUG



HP: 210-259  
MP: 0  
Attack: 101-119  
Defence: 103-130  
Agility: 70-102  
Turns in Combat: 0.7

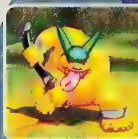
TITLE: MOLE MAJOR  
SPECIES: MAD MOLE  
FAMILY: BEAST

**Comments:** Mole Major a.k.a. Doug has average stats for early-game monsters, and isn't extremely effective in combat. It alternates between psyching up and attacking, which is not a very effective strategy in the quick rounds of Monster Arena combat.

|              |                   |     |
|--------------|-------------------|-----|
| 32           | EXP               | 106 |
| MONSTER COIN | Copper            |     |
| TEAM         | Just Beastly      |     |
| DEATHMOVE    | N/A               |     |
| TEAM BONUSES | Team Attack +15   |     |
| LOCATION     | Land of the Moles |     |

CONDITION None

## DUMBKING



HP: 403-620  
MP: 24  
Attack: 168-216  
Defence: 86-193  
Agility: 81-125  
Turns in Combat: 0.9

TITLE: KING OF DUMBIRA  
SPECIES: NOTSO MACHO  
FAMILY: HUMANOID

**Comments:** King of Dumbira a.k.a. Dumbking is a great choice for the early and middle rank fights in the Monster Arena. Its attacks are strong, plus it can cast the Oomph spell. The target of Oomph is chosen at random, but the effect is powerful and remains from round to round.

|              |                   |      |
|--------------|-------------------|------|
| 71           | EXP               | 1206 |
| MONSTER COIN | Copper            |      |
| TEAM         | The Blade Runners |      |
| DEATHMOVE    | Triple Swords     |      |
| TEAM BONUSES | N/A               |      |
| TEAM         | Not Quite Human   |      |
| DEATHMOVE    | N/A               |      |
| TEAM BONUSES | Team Max HP +15   |      |
| LOCATION     | E Argonia         |      |

CONDITION None

## FAT CAT



HP: 97-182  
MP: 6-25  
Attack: 83-162  
Defence: 86-112  
Agility: 61-146  
Turns in Combat: 0.7

TITLE: DEATH TABBY  
SPECIES: JAILCAT  
FAMILY: BEAST

**Comments:** While your other team members battle your foes, Death Tabby a.k.a. Fat Cat is content to roll around and wash its face. As adorable as this may be, it's not going to get you far in the Monster Arena.

|              |                      |     |
|--------------|----------------------|-----|
| 38           | EXP                  | 109 |
| MONSTER COIN | Copper               |     |
| TEAM         | Just Beastly         |     |
| DEATHMOVE    | N/A                  |     |
| TEAM BONUSES | Team Attack +15      |     |
| LOCATION     | Cape West of Pickham |     |

CONDITION None

## FAUNUS



HP: 252-329  
MP: 0  
Attack: 116-142  
Defence: 99-182  
Agility: 76-124  
Turns in Combat: 0.8

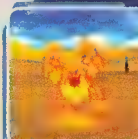
TITLE: FERTILISER  
SPECIES: SILENUS  
FAMILY: HUMANOID

**Comments:** When you add Fertiliser a.k.a. Faunus to your team, you get its entire flock of sheep to boot. The Counting Sheep attack can put enemy parties to sleep, while Sheep Call can inflict heavy damage (regardless of enemy defence) to a target. Faunus is a decent early-game choice.

|              |                      |     |
|--------------|----------------------|-----|
| 66           | EXP                  | 136 |
| MONSTER COIN | Copper               |     |
| TEAM         | The Fatal Attraction |     |
| DEATHMOVE    | Love Typhoon         |     |
| TEAM BONUSES | N/A                  |     |
| TEAM         | Not Quite Human      |     |
| DEATHMOVE    | N/A                  |     |
| TEAM BONUSES | Team Max HP +15      |     |
| LOCATION     | Baccarat Region      |     |

CONDITION None

## FLAMEMAN



HP: 206-313  
MP: 0  
Attack: 169-252  
Defence: 78-179  
Agility: 78-209  
Turns in Combat: 0.8

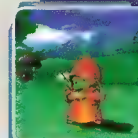
TITLE: LIVING FLAME  
SPECIES: DANCING FLAME  
FAMILY: ELEMENTAL

**Comments:** Not surprisingly, Living Flame a.k.a. Flameman uses a lot of fire-based attacks. Its stats aren't particularly great, but it has natural resistance to most magical types, except ice.

|              |                   |     |
|--------------|-------------------|-----|
| 44           | EXP               | 164 |
| MONSTER COIN | Copper            |     |
| TEAM         | Demented Elements |     |
| DEATHMOVE    | Elemental Storm   |     |
| TEAM BONUSES | N/A               |     |
| LOCATION     | Desert            |     |

CONDITION None

## FLETCH



HP: 56-363  
MP: 10-20  
Attack: 35-188  
Defence: 18-219  
Agility: 16-217  
Turns in Combat: 0.7

TITLE: SHORSHOOTER  
SPECIES: BODKIN ARCHER  
FAMILY: HUMANOID

**Comments:** Shortshooter a.k.a. Fletcher casts a lot of Buff and Kabuff spells, which are not quite as effective in the Monster Arena. This foe is best used in combination with the other archers.

|              |                   |    |
|--------------|-------------------|----|
| 8            | EXP               | 36 |
| MONSTER COIN | Copper            |    |
| TEAM         | The Angry Archers |    |
| DEATHMOVE    | Harrowing Arrow   |    |
| TEAM BONUSES | Team Max HP +15   |    |
| TEAM         | Not Quite Human   |    |
| DEATHMOVE    | N/A               |    |
| TEAM BONUSES | Team Max HP +15   |    |
| LOCATION     | Farebury Region   |    |

CONDITION Day only



## FOUL FOWL



HP: 381  
MP: 0  
Attack: 143  
Defence: 116  
Agility: 64-115  
Turns in Combat: 1.1

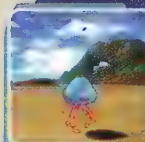
|              |                     |
|--------------|---------------------|
| MONSTER COIN | Copper              |
| TEAM         | The Blade Runners   |
| DEATHMOVE    | Triple Swords       |
| TEAM BONUSES | N/A                 |
| TEAM         | The Avian Attackers |
| DEATHMOVE    | N/A                 |
| TEAM BONUSES | Team Agility +30    |
| LOCATION     | Baccarat Region     |

**Comments:** There is nothing exceptional about Raging Rooster a.k.a. Foul Fowl, except perhaps the ease with which you can find and capture it. This is a fine choice for filling out the third sword-wielder slot in your version of the Blade Runners team.

CONDITION Day only

TITLE: RAGING ROOSTER  
SPECIES: FOWLFIGHTER  
FAMILY: BIRD

## HEALER



HP: 48-245  
MP: 12-95  
Attack: 27-152  
Defence: 26-248  
Agility: 20-242  
Turns in Combat: 1.3

|              |                     |
|--------------|---------------------|
| MONSTER COIN | Copper              |
| TEAM         | Slime Therapy       |
| DEATHMOVE    | Multiheal           |
| TEAM BONUSES | Team Max HP x2      |
| TEAM         | Trauma Centre       |
| DEATHMOVE    | Multiheal, Omniheal |
| TEAM BONUSES | Team Max HP x2      |
| TEAM         | The King and Us     |
| DEATHMOVE    | Maximaster          |
| TEAM BONUSES | Team Max HP x2      |
| LOCATION     | Alexandria Region   |

**Comments:** As the name implies, Family Doctor a.k.a. Healer is primarily a healer that will cast Heal or Midheal as often as it attacks. When combined with other slimes, its healing abilities can become supercharged and many of them affect your party.

|              |                |
|--------------|----------------|
| TEAM         | Wizards o' Z   |
| DEATHMOVE    | Zingslinger    |
| TEAM BONUSES | Team Max HP x2 |
| TEAM         | Slime Power    |
| DEATHMOVE    | N/A            |
| TEAM BONUSES | Team Max HP x2 |
| CONDITION    | None           |

TITLE: FAMILY DOCTOR  
SPECIES: HEALSLIME  
FAMILY: SLIME

## GOLDMAN



HP: 286-438  
MP: 0  
Attack: 166-296  
Defence: 131-234  
Agility: 50-103  
Turns in Combat: 0.7

|              |                      |
|--------------|----------------------|
| MONSTER COIN | Gold                 |
| TEAM         | The Treasure Hunters |
| DEATHMOVE    | Good as Gold         |
| TEAM BONUSES | Wait Extra Turn      |
| TEAM         | My Three Golems      |
| DEATHMOVE    | The Goleimator       |
| TEAM BONUSES | N/A                  |
| LOCATION     | Holy Isle of Neos    |

**Comments:** Golems tend to be great team members, offering consistent attacks, high defence and good resistance to spells. They also work in a variety of interesting teams. Don't forget to battle Goldbricker a.k.a. Goldman for an easy gold monster coin.

|              |                 |
|--------------|-----------------|
| TEAM         | Materialistic   |
| DEATHMOVE    | N/A             |
| TEAM BONUSES | Wait Extra Turn |
| CONDITION    | Day only        |

TITLE: GOLDBRICKER  
SPECIES: GOLD GOLEM  
FAMILY: MATERIAL

## HOODWINK



HP: 341-633  
MP: 0  
Attack: 128-209  
Defence: 97-230  
Agility: 69-176  
Turns in Combat: 0.9

|              |                |
|--------------|----------------|
| MONSTER COIN | Gold           |
| TEAM         | The Hackers    |
| DEATHMOVE    | Typhoeus' Maul |
| TEAM BONUSES | N/A            |
| TEAM         | Team Goodnight |
| DEATHMOVE    | Dirge          |
| TEAM BONUSES | N/A            |
| LOCATION     | W Argonia      |

**Comments:** Hooded Hacker a.k.a. Hoodwink is a powerful attacker. It can be somewhat unreliable in combat on occasion, sometimes using a Dazzle-like ability and psyching itself up at inopportune times. On the other hand, Hoodwink can help complete three teams and is easy to find and catch.

|              |                 |
|--------------|-----------------|
| TEAM         | Not Quite Human |
| DEATHMOVE    | N/A             |
| TEAM BONUSES | Team Max HP +15 |
| CONDITION    | Night only      |

TITLE: HOODED HACKER  
SPECIES: HOODLUM  
FAMILY: HUMANOID

## HACKZILLA



HP: 145-897  
MP: 0  
Attack: 53-336  
Defence: 19-239  
Agility: 18-143  
Turns in Combat: 0.9

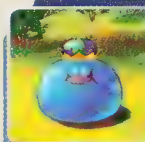
|              |                 |
|--------------|-----------------|
| MONSTER COIN | Silver          |
| TEAM         | The Hackers     |
| DEATHMOVE    | Typhoeus' Maul  |
| TEAM BONUSES | N/A             |
| TEAM         | The Drag Racers |
| DEATHMOVE    | N/A             |
| TEAM BONUSES | Team Attack +30 |
| LOCATION     | Farebury Region |

**Comments:** This is a fantastic Team Monster that is very easy to find. Since its stats rise along with your party's level, Axoraptor a.k.a. Hackzilla is a viable contender right up to the final ranks of the Battle Arena. Its moves include two axe swings and an effective flame breath attack.

CONDITION None

TITLE: AXORAPTOR  
SPECIES: HACKSAURUS  
FAMILY: DRAGON

## HORI



HP: 499  
MP: 25  
Attack: 143-252  
Defence: 78-247  
Agility: 35-64  
Turns in Combat: 1.3

|              |                               |
|--------------|-------------------------------|
| MONSTER COIN | Gold                          |
| TEAM         | The Legends                   |
| DEATHMOVE    | Big Bang                      |
| TEAM BONUSES | N/A                           |
| TEAM         | Slime Power                   |
| DEATHMOVE    | N/A                           |
| TEAM BONUSES | Team Max HP x2                |
| LOCATION     | Either W Argonia or E Argonia |

**Comments:** This mighty king slime is a strong attacker with decent healing abilities. When combined with other monsters, Slime Creator a.k.a. Hori can help complete The Legends team.

CONDITION None

TITLE: SLIME CREATOR  
SPECIES: KING SLIME  
FAMILY: SLIME

## HAZEL



HP: 268-296  
MP: 47-64  
Attack: 65-71  
Defence: 102-120  
Agility: 104-132  
Turns in Combat: 0.9

|              |                      |
|--------------|----------------------|
| MONSTER COIN | Copper               |
| TEAM         | The Fatal Attraction |
| DEATHMOVE    | Love Typhoon         |
| TEAM BONUSES | N/A                  |
| TEAM         | The Psyche Wards     |
| DEATHMOVE    | Tension Boost        |
| TEAM BONUSES | N/A                  |
| LOCATION     | Pickham Region       |

**Comments:** Femme Fatale a.k.a. Hazel has a wide variety of moves to utilize. Its ability to raise itself to max tension is great, but not when it's followed by Puff-Puff, Fizzle, or some other non-attack move. Hazel does complete several interesting teams, however.

|              |                                      |
|--------------|--------------------------------------|
| TEAM         | Far From Heaven                      |
| DEATHMOVE    | N/A                                  |
| TEAM BONUSES | Wait Extra Turn                      |
| CONDITION    | After defeating Monster Arena Rank F |

TITLE: FEMME FATALE  
SPECIES: WITCH  
FAMILY: DEMON

## HORK



HP: 161-816  
MP: 0  
Attack: 72-248  
Defence: 32-40  
Agility: 38-113  
Turns in Combat: 0.7

|              |                 |
|--------------|-----------------|
| MONSTER COIN | Copper          |
| TEAM         | The Zombebops   |
| DEATHMOVE    | N/A             |
| TEAM BONUSES | Team Max HP +30 |
| LOCATION     | Pickham Region  |

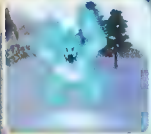
**Comments:** Old-School Drooler a.k.a. Hork's stats grow as your party grows, which oftentimes results in good HP and attack stats. However, its defence isn't quite up to par and its attacks are not very effective.

CONDITION None

TITLE: OLD-SCHOOL DROOLER  
SPECIES: WALKING CORPSE  
FAMILY: ZOMBIE



## JACK FROST



HP: 321-358  
MP: 10-12  
Attack: 168-219  
Defence: 103-151  
Agility: 106-137  
Turns in Combat: 0.9

TITLE: BIG BLIZZARD  
SPECIES: FROSTBURN  
FAMILY: ELEMENTAL

**Comments:** Big Blizzard a.k.a. Jack Frost is the most powerful elemental. When you combine three specific elementals, they form a team that is virtually impervious to magic. As with Blizag Jr., watch out for Thwack when you recruit Jack Frost!

|              |                             |     |     |
|--------------|-----------------------------|-----|-----|
| MONSTER COIN | 109                         | EXP | 328 |
| TEAM         | Copper                      |     |     |
| DEATHMOVE    | Demented Elements           |     |     |
| TEAM BONUS   | Elemental Storm             |     |     |
| LOCATION     | Two areas in Blizzard Peaks |     |     |

CONDITION After defeating Monster Arena Rank D

## JEWELBAG



HP: 215-286  
MP: 8-20  
Attack: 62-127  
Defence: 110-271  
Agility: 67-198  
Turns in Combat: 1

TITLE: JEWEL JUGGLER  
SPECIES: GOODYBAG  
FAMILY: MATERIAL

**Comments:** Jewel Juggler a.k.a. Jewelbag fills out a few interesting teams, but it isn't the best choice to use on its own. Even if you don't intend to recruit it, it's well worth fighting Jewelbag for the 261 gold and the Silver Coin that it drops.

|              |                             |     |    |
|--------------|-----------------------------|-----|----|
| MONSTER COIN | 261                         | EXP | 89 |
| TEAM         | Silver                      |     |    |
| DEATHMOVE    | The Treasure Hunters        |     |    |
| TEAM BONUS   | Good as Gold                |     |    |
| DEATHMOVE    | Wait Extra Turn             |     |    |
| TEAM         | The Psyche Wards            |     |    |
| DEATHMOVE    | Tension Boost               |     |    |
| TEAM BONUS   | N/A                         |     |    |
| TEAM         | Happy Together              |     |    |
| DEATHMOVE    | N/A                         |     |    |
| TEAM BONUS   | N/A                         |     |    |
| LOCATION     | Maella Region on small isle |     |    |

CONDITION None

## JOCKEY



HP: 320-359  
MP: 0  
Attack: 149-201  
Defence: 162-244  
Agility: 126-248  
Turns in Combat: 1.1

TITLE: BONE RACER  
SPECIES: SKULLRIDER  
FAMILY: DEMON

**Comments:** Bone Racer a.k.a. Jockey is a fairly strong fighter with high defence. It fits comfortably into three teams, although the Demon bonus of an extra turn only helps when you call your team, making it less helpful in the Monster Arena.

|              |                   |     |     |
|--------------|-------------------|-----|-----|
| MONSTER COIN | 108               | EXP | 169 |
| TEAM         | Copper            |     |     |
| DEATHMOVE    | The Blade Runners |     |     |
| TEAM BONUS   | Triple Swords     |     |     |
| DEATHMOVE    | N/A               |     |     |
| TEAM         | The Nightriders   |     |     |
| DEATHMOVE    | Riders' Carnival  |     |     |
| TEAM BONUS   | N/A               |     |     |
| LOCATION     | Desert            |     |     |

CONDITION After defeating Monster Arena Rank D

## KLUB KONG



HP: 162-349  
MP: 0  
Attack: 109-267  
Defence: 53-211  
Agility: 81-150  
Turns in Combat: 0.9

TITLE: ABOMINABLE APE  
SPECIES: GORERILLA  
FAMILY: BEAST

**Comments:** Abominable Ape a.k.a. Klub Kong has some very strong attacks, but occasionally wastes a turn doing nothing or using a power attack that frequently misses.

|              |                 |     |     |
|--------------|-----------------|-----|-----|
| MONSTER COIN | 22              | EXP | 128 |
| TEAM         | Copper          |     |     |
| DEATHMOVE    | Club Club       |     |     |
| TEAM BONUS   | Mind Breaker    |     |     |
| DEATHMOVE    | N/A             |     |     |
| TEAM         | Just Beastly    |     |     |
| DEATHMOVE    | N/A             |     |     |
| TEAM BONUS   | Team Attack +15 |     |     |
| LOCATION     | Baccarat Region |     |     |

CONDITION None

## LONELY JOE



HP: 78-266  
MP: 0  
Attack: 71-328  
Defence: 37-262  
Agility: 29-153  
Turns in Combat: 0.9

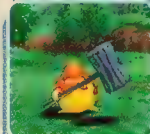
TITLE: HOLLOW KNIGHT  
SPECIES: RESTLESS ARMOUR  
FAMILY: MATERIAL

**Comments:** If your party is at a high enough level when you begin to pursue the Monster Arena side quest, Hollow Knight a.k.a. Lonely Joe can be a potent fighter. It's one member of your starting party that you may not need to replace for the first couple of Monster Arena rank fights.

|              |                   |     |    |
|--------------|-------------------|-----|----|
| MONSTER COIN | 34                | EXP | 56 |
| TEAM         | Copper            |     |    |
| DEATHMOVE    | The Blade Runners |     |    |
| TEAM BONUS   | Triple Swords     |     |    |
| DEATHMOVE    | N/A               |     |    |
| TEAM         | Materialistic     |     |    |
| DEATHMOVE    | N/A               |     |    |
| TEAM BONUS   | Wait Extra Turn   |     |    |
| LOCATION     | Maella Region     |     |    |

CONDITION None

## McHAMMER



HP: 83-179  
MP: 0  
Attack: 65-163  
Defence: 36-113  
Agility: 34-82  
Turns in Combat: 0.7

TITLE: MULLET MALLET  
SPECIES: BROWNE  
FAMILY: HUMANOID

**Comments:** Mullet Mallet a.k.a. McHammer isn't the strongest scoutable monster. It spends a lot of time psyching itself up, and may at times use this to dish out devastating attacks. However, since it uses its moves at random, it is rarely uses its tension effectively.

|              |                 |     |    |
|--------------|-----------------|-----|----|
| MONSTER COIN | 28              | EXP | 53 |
| TEAM         | Copper          |     |    |
| DEATHMOVE    | Not Quite Human |     |    |
| TEAM BONUS   | N/A             |     |    |
| DEATHMOVE    | Team Max HP +15 |     |    |
| LOCATION     | Maella Region   |     |    |

CONDITION None

## MECHABUBO



HP: 40-167  
MP: 16  
Attack: 45-136  
Defence: 23-214  
Agility: 10-173  
Turns in Combat: 0.6

TITLE: AUTOMATON AVIATOR  
SPECIES: MECHA-MYNAH  
FAMILY: MACHINE

**Comments:** Automaton Aviator a.k.a. Mechabubo's stats grow very slowly, so it's not a great choice to use by itself. However, it can be a valuable addition if you plan to create the Clank and Speak team before you unlock the third Killing Machine.

|              |                 |     |    |
|--------------|-----------------|-----|----|
| MONSTER COIN | 14              | EXP | 36 |
| TEAM         | Copper          |     |    |
| DEATHMOVE    | Clank and Spank |     |    |
| TEAM BONUS   | Metal Panic     |     |    |
| DEATHMOVE    | N/A             |     |    |
| LOCATION     | Farebury Region |     |    |

CONDITION Day only

## METABBLE



HP: 6  
MP: 96  
Attack: 65-205  
Defence: 715-985  
Agility: 125-204  
Turns in Combat: 1.3

TITLE: METAL BABBLE  
SPECIES: LIQUID METAL SLIME  
FAMILY: SLIME

**Comments:** With its incredibly high defence, Metal Babble a.k.a. Metabble's 6 HP can go a long way, especially when paired with healing slimes (and it's doubled in a party full of slimes). Unfortunately, the wandering Metabble can be very difficult to find.

|              |                                                                                                                                                                                             |     |      |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|------|
| MONSTER COIN | 18                                                                                                                                                                                          | EXP | 1010 |
| TEAM         | Gold                                                                                                                                                                                        |     |      |
| DEATHMOVE    | Metal Power                                                                                                                                                                                 |     |      |
| TEAM BONUS   | Magic Burst                                                                                                                                                                                 |     |      |
| DEATHMOVE    | Team Max HP x2                                                                                                                                                                              |     |      |
| TEAM         | The Metal Mob                                                                                                                                                                               |     |      |
| DEATHMOVE    | Multi Masher (Magic Burst)                                                                                                                                                                  |     |      |
| TEAM BONUS   | Team Max HP x2                                                                                                                                                                              |     |      |
| DEATHMOVE    | Wizards o' Z                                                                                                                                                                                |     |      |
| TEAM         | Zingslinger                                                                                                                                                                                 |     |      |
| DEATHMOVE    | N/A                                                                                                                                                                                         |     |      |
| TEAM BONUS   | Team Max HP x2                                                                                                                                                                              |     |      |
| LOCATION     | Appears in one of four locations: 1. Maella Region on small isle; 2. Uncharted Isle on the southwest part of the world map; 3. Unnamed Isle; 4. Isolated Plateau in Areas Accessible By Air |     |      |

CONDITION After defeating Monster Arena Rank B



## METALY



HP: 3  
MP: 64  
Attack: 36-129  
Defence: 499-970  
Agility: 65-122  
Turns in Combat: 1.2

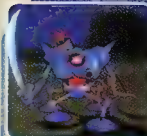
|              |                                                       |
|--------------|-------------------------------------------------------|
| MONSTER COIN | 5                                                     |
| TEAM         | Gold                                                  |
| DEATHMOVE    | Slime Time                                            |
| TEAM BONUS   | Slime Spank                                           |
| TEAM BONUS   | Team Max HP x2                                        |
| TEAM         | Slime Therapy                                         |
| DEATHMOVE    | Multiheal                                             |
| TEAM BONUS   | Team Max HP x2                                        |
| TEAM         | Metal Power                                           |
| DEATHMOVE    | Magic Burst                                           |
| TEAM BONUS   | Team Max HP x2                                        |
| LOCATION     | Appears in one of four locations in Alexandria Region |

**Comments:** Metal slimes can be difficult opponents in the Monster Arena for your foes. A mere 3 HP doesn't provide a large margin of error, but it gets doubled in a party full of slimes. Quick Silver a.k.a. Metaly can make a good special team with nearly any combination of slimes!

|            |                                      |
|------------|--------------------------------------|
| TEAM       | Trauma Centre                        |
| DEATHMOVE  | Omniheal                             |
| TEAM BONUS | Team Max HP x2                       |
| TEAM       | The Metal Mob                        |
| DEATHMOVE  | Multi Masher (Magic Burst)           |
| TEAM BONUS | Team Max HP x2                       |
| TEAM       | Full Metal Power                     |
| DEATHMOVE  | Magic Burst                          |
| TEAM BONUS | Team Max HP x2                       |
| TEAM       | Slime Power                          |
| DEATHMOVE  | N/A                                  |
| TEAM BONUS | Team Max HP x2                       |
| CONDITION  | After defeating Monster Arena Rank F |

TITLE: QUICK SILVER  
SPECIES: METAL SLIME  
FAMILY: SLIME

## NOHI



HP: 630-750  
MP: 0  
Attack: 225-265  
Defence: 200-280  
Agility: 125-225  
Turns in Combat: 1.3

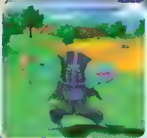
|              |                                                                               |
|--------------|-------------------------------------------------------------------------------|
| MONSTER COIN | N/A                                                                           |
| TEAM         | 496                                                                           |
| DEATHMOVE    | Arena Rank B                                                                  |
| TEAM BONUS   | The Blade Runners                                                             |
| TEAM BONUS   | Triple Swords                                                                 |
| TEAM         | N/A                                                                           |
| DEATHMOVE    | Clank and Spank                                                               |
| TEAM BONUS   | Metal Panic                                                                   |
| TEAM         | N/A                                                                           |
| DEATHMOVE    | The Legends                                                                   |
| TEAM BONUS   | Big Bang                                                                      |
| LOCATION     | Either Kingdom of Ascantha on small isle or Desert in Areas Accessible By Air |

**Comments:** Killer Director a.k.a. Nohi is even more powerful than the other Killing Machines, and fills a role in four powerful teams.

|            |                                     |
|------------|-------------------------------------|
| TEAM       | N/A                                 |
| DEATHMOVE  | Triple Trouble                      |
| TEAM BONUS | Stream Killer Attack                |
| CONDITION  | Night only; after defeating Monster |

TITLE: KILLER DIRECTOR  
SPECIES: KILLING MACHINE  
FAMILY: MACHINE

## MOPPET



HP: 115-254  
MP: 25-34  
Attack: 76-191  
Defence: 70-170  
Agility: 63-163  
Turns in Combat: 1.1

|              |                    |
|--------------|--------------------|
| MONSTER COIN | 31                 |
| TEAM         | Copper             |
| DEATHMOVE    | Valentine's Day    |
| TEAM BONUS   | N/A                |
| TEAM BONUS   | Team Agility +15   |
| TEAM         | Not Quite Human    |
| DEATHMOVE    | N/A                |
| TEAM BONUS   | Team Max HP +15    |
| LOCATION     | Kingdom of Trodain |

**Comments:** Puppeteers are fun, but characters that rely on status effects are not effective against most enemies in the Monster Arena. Note that if you run Punchin' Judy a.k.a. Moppet alongside Doldrums, you'll receive a double stat boost!

|           |      |
|-----------|------|
| CONDITION | None |
|-----------|------|

TITLE: PUNCHIN' JUDY  
SPECIES: PUPPETEER  
FAMILY: HUMANOID

## OCTURION



HP: 568-611  
MP: 38-67  
Attack: 177-239  
Defence: 155-196  
Agility: 131-202  
Turns in Combat: 1.2

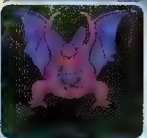
|              |                  |
|--------------|------------------|
| MONSTER COIN | 63               |
| TEAM         | Silver           |
| DEATHMOVE    | The Javelinas    |
| TEAM BONUS   | Jolly Jousters   |
| TEAM BONUS   | N/A              |
| TEAM         | The Aqua Marines |
| DEATHMOVE    | N/A              |
| TEAM BONUS   | Team Defence +30 |
| LOCATION     | E Argonia        |

**Comments:** Octavius Maximus a.k.a. Octurion is one of the best healers in the game. It uses Fullheal often and can pull off a Zing spell in a pinch. Most importantly, Octurion has the HP and defensive fortitude to survive long enough to use these abilities.

|           |                                            |
|-----------|--------------------------------------------|
| CONDITION | Appears after beating Monster Arena Rank B |
|-----------|--------------------------------------------|

TITLE: OCTAVIUS MAXIMUS  
SPECIES: OCTAVIAN SENTRY  
FAMILY: AQUATIC

## NIGHTWING



HP: 271-312  
MP: 0  
Attack: 90-191  
Defence: 81-167  
Agility: 55-85  
Turns in Combat: 0.8

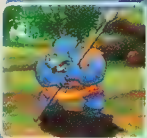
|              |                 |
|--------------|-----------------|
| MONSTER COIN | 89              |
| TEAM         | Copper          |
| DEATHMOVE    | Team Goodnight  |
| TEAM BONUS   | Dirge           |
| TEAM BONUS   | N/A             |
| TEAM         | Far From Heaven |
| DEATHMOVE    | N/A             |
| TEAM BONUS   | Wait Extra Turn |
| LOCATION     | Unnamed Isle    |

**Comments:** Nightstalker a.k.a. Nightwing is one of the weaker demons due to its low HP, but its Sweet Breath attack (which puts foes to sleep) can be useful in early ranks. Nightwing can unleash the risky Dirge deathmove when matched with Capers and Hoodwink.

|           |            |
|-----------|------------|
| CONDITION | Night only |
|-----------|------------|

TITLE: NIGHTSTALKER  
SPECIES: NIGHT EMPEROR  
FAMILY: DEMON

## ORCUS



HP: 321-417  
MP: 24-31  
Attack: 158-250  
Defence: 88-232  
Agility: 74-196  
Turns in Combat: 1.1

|              |                 |
|--------------|-----------------|
| MONSTER COIN | 40              |
| TEAM         | Copper          |
| DEATHMOVE    | The Javelinas   |
| TEAM BONUS   | Jolly Jousters  |
| TEAM BONUS   | N/A             |
| TEAM         | Just Beastly    |
| DEATHMOVE    | N/A             |
| TEAM BONUS   | Team Attack +15 |
| LOCATION     | Baccarat Region |

**Comments:** If you don't heavily pursue the Monster Arena challenges until after you gain the ship, picking up this heavy-hitter will make the first several ranks seem quite easy. Later on, Wild Spearman a.k.a. Orcus can be useful in a group with the other Javelinas. Like Octurion, Orcus can cast Zing.

|           |      |
|-----------|------|
| CONDITION | None |
|-----------|------|

TITLE: WILD SPEARMAN  
SPECIES: ORC KING  
FAMILY: BEAST

## ORRID



HP: 613-634  
MP: 0  
Attack: 244-249  
Defence: 138-150  
Agility: 104-114  
Turns in Combat: 1.1

|              |                  |
|--------------|------------------|
| MONSTER COIN | 103              |
| TEAM         | Silver           |
| DEATHMOVE    | The Dynamic Duo  |
| TEAM BONUS   | Sapper Slapper   |
| TEAM BONUS   | Team Attack +15  |
| TEAM         | Just Beastly     |
| DEATHMOVE    | N/A              |
| TEAM BONUS   | Team Attack +15  |
| LOCATION     | Isolated Plateau |

**Comments:** Ochre Ogre a.k.a. Orrid is quite powerful and has the ability to psyche up quickly and unleash devastating attacks. In combination with Spike, Orrid is even stronger and the pair form a two-monster team that will serve you well in the high rank fights of the Monster Arena competition.

|           |                                      |
|-----------|--------------------------------------|
| CONDITION | After defeating Monster Arena Rank F |
|-----------|--------------------------------------|

TITLE: OCHRE OGRE  
SPECIES: BUFFALOGRE  
FAMILY: BEAST



## PA TROLL

TITLE: TROLL PATROLLER  
SPECIES: BOSS TROLL  
FAMILY: DEMON



HP: 999  
MP: 0  
Attack: 321-348  
Defence: 63-74  
Agility: 84-90  
Turns in Combat: 1

**Comments:** Troll Patroller a.k.a. Pa Troll's power comes at a cost, which is a serious lack of defence and agility. That's a high hurdle to leap, but if you're starting the Monster Arena late in the game or if you're at a low level, Pa Troll could be an effective member of your team.

|              |                                           |     |     |
|--------------|-------------------------------------------|-----|-----|
| MONSTER COIN | 79                                        | EXP | 466 |
| TEAM         | Gold                                      |     |     |
| DEATHMOVE    | Club Club                                 |     |     |
| TEAM BONUSES | Mind Breaker                              |     |     |
| DEATHMOVE    | N/A                                       |     |     |
| TEAM         | Far From Heaven                           |     |     |
| DEATHMOVE    | N/A                                       |     |     |
| TEAM BONUSES | Wait Extra Turn                           |     |     |
| LOCATION     | Northwest Isle in Areas Accessible By Air |     |     |

CONDITION None

## POTBELLY

TITLE: POTTY DRAGON  
SPECIES: JARGON  
FAMILY: DRAGON



HP: 452-739  
MP: 0  
Attack: 158-241  
Defence: 95-186  
Agility: 58-181  
Turns in Combat: 1

**Comments:** This is a very powerful monster when you consider how early you can scout it. If you're strong enough to beat it (and don't mind taking a little trip), you can recruit Potty Dragon a.k.a. Potbelly immediately after you gain the Monster Arena key.

|              |                    |     |     |
|--------------|--------------------|-----|-----|
| MONSTER COIN | 53                 | EXP | 374 |
| TEAM         | Silver             |     |     |
| DEATHMOVE    | The Drag Racers    |     |     |
| TEAM BONUSES | N/A                |     |     |
| DEATHMOVE    | Team Attack +30    |     |     |
| LOCATION     | Kingdom of Trodain |     |     |

CONDITION None

## ROBORG

TITLE: ROBOSTER MK I  
SPECIES: KILLING MACHINE  
FAMILY: MACHINE



HP: 432-586  
MP: 0  
Attack: 173-222  
Defence: 168-238  
Agility: 120-251  
Turns in Combat: 1

**Comments:** Killing machines make for fantastic team members, offering a wide variety of useful attacks, filling slots in three different teams and boasting impressive attack and defence stats. Since Roboster Mk I a.k.a. Roborg has no prerequisites, you should grab it as soon as possible.

|              |                   |     |     |
|--------------|-------------------|-----|-----|
| MONSTER COIN | 35                | EXP | 351 |
| TEAM         | Silver            |     |     |
| DEATHMOVE    | The Blade Runners |     |     |
| TEAM BONUSES | Triple Swords     |     |     |
| DEATHMOVE    | N/A               |     |     |
| TEAM         | Clank and Spank   |     |     |
| DEATHMOVE    | Metal Panic       |     |     |
| TEAM BONUSES | N/A               |     |     |
| LOCATION     | Blizzard Peaks    |     |     |

TEAM Triple Trouble  
DEATHMOVE Stream Killer Attack  
TEAM BONUSES N/A

CONDITION None

## ROBSTER

TITLE: LITTLE NIPPER  
SPECIES: YABBY  
FAMILY: AQUATIC



HP: 101-213  
MP: 16-31  
Attack: 54-188  
Defence: 54-263  
Agility: 45-195  
Turns in Combat: 0.7

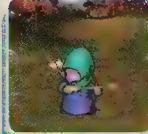
**Comments:** Defence can be important in Monster Arena battles, and Little Nipper a.k.a. Robster offers both high defence and the prospect of a party-wide defence boost when used with other aquatic enemies. Unfortunately, Robster wastes many of its turns draining MP that it can't use for itself.

|              |                  |     |    |
|--------------|------------------|-----|----|
| MONSTER COIN | 27               | EXP | 64 |
| TEAM         | Copper           |     |    |
| DEATHMOVE    | The Aqua Marines |     |    |
| TEAM BONUSES | N/A              |     |    |
| DEATHMOVE    | Team Defence +30 |     |    |
| LOCATION     | Pickham Region   |     |    |

CONDITION None

## SAGITTARI

TITLE: POISONOUS SNIPER  
SPECIES: BODKIN FLETCHER  
FAMILY: HUMANOID



HP: 238-353  
MP: 32  
Attack: 160-170  
Defence: 120-170  
Agility: 80-100  
Turns in Combat: 0.8

**Comments:** A reliable fighter that uses standard arrow shots and occasional poisonous multishot attacks that can inflict long-term damage to foes. Poisonous Sniper a.k.a. Sagittari is very easy to find, located on the path just north of Arcadia.

|              |                   |     |    |
|--------------|-------------------|-----|----|
| MONSTER COIN | 26                | EXP | 83 |
| TEAM         | Copper            |     |    |
| DEATHMOVE    | The Angry Archers |     |    |
| TEAM BONUSES | Harrowing Arrow   |     |    |
| DEATHMOVE    | Team Max HP +15   |     |    |
| TEAM         | Not Quite Human   |     |    |
| DEATHMOVE    | N/A               |     |    |
| TEAM BONUSES | Team Max HP +15   |     |    |
| LOCATION     | Arcadia Region    |     |    |

CONDITION None

## SALSA

TITLE: PELVIC THRUSTER  
SPECIES: REDTAIL HIPSTER  
FAMILY: DEMON



HP: 266-330  
MP: 0  
Attack: 128-232  
Defence: 91-180  
Agility: 61-170  
Turns in Combat: 1

**Comments:** Pelvic Thruster a.k.a. Salsa can be a powerful addition to your team, but it depends on which random moves it dishes out. Spin Attack is fantastic, but the tension-lowering Foxtrot dance isn't nearly as effective against many foes.

|              |                 |     |     |
|--------------|-----------------|-----|-----|
| MONSTER COIN | 49              | EXP | 116 |
| TEAM         | Copper          |     |     |
| DEATHMOVE    | Far From Heaven |     |     |
| TEAM BONUSES | N/A             |     |     |
| DEATHMOVE    | Wait Extra Turn |     |     |
| LOCATION     | Pickham Region  |     |     |

CONDITION None

## SCORPIUS

TITLE: SAND SLAYER  
SPECIES: SCORPION  
FAMILY: BUG



HP: 67-116  
MP: 5-17  
Attack: 104-160  
Defence: 189-269  
Agility: 32-51  
Turns in Combat: 0.6

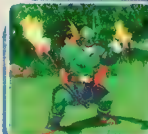
**Comments:** In addition to Sand Slayer a.k.a. Scorpius's high defence stat, it also uses the Kabuff spell. Combined with its poison attacks, this can be a powerful combo but only if your opponents don't use spells! Scorpius is a fine choice against enemies that use only physical attacks.

|              |                |     |     |
|--------------|----------------|-----|-----|
| MONSTER COIN | 16             | EXP | 100 |
| TEAM         | Copper         |     |     |
| DEATHMOVE    | N/A            |     |     |
| TEAM BONUSES | N/A            |     |     |
| LOCATION     | Pickham Region |     |     |

CONDITION Day only

## SEASAW

TITLE: TERROR TALONS  
SPECIES: RIPTIDE  
FAMILY: HUMANOID



HP: 316-399  
MP: 21-29  
Attack: 168-242  
Defence: 162-205  
Agility: 105-135  
Turns in Combat: 1.1

**Comments:** Terror Talons a.k.a. Seasaw is a powerful attacker with a pretty good defence stat. It has the Whack spell, which can be dangerous when you try to scout it. Unfortunately, it isn't as effective during the higher rank fights of the Monster Arena.

|              |                 |     |     |
|--------------|-----------------|-----|-----|
| MONSTER COIN | 80              | EXP | 227 |
| TEAM         | Copper          |     |     |
| DEATHMOVE    | Not Quite Human |     |     |
| TEAM BONUSES | N/A             |     |     |
| DEATHMOVE    | Team Max HP +15 |     |     |
| LOCATION     | Unnamed Isle    |     |     |

CONDITION After defeating Monster Arena Rank F



## SIPPY



HP: 48-231  
MP: 0  
Attack: 48-213  
Defence: 25-201  
Agility: 21-179  
Turns in Combat: 0.7

|              |                     |
|--------------|---------------------|
| MONSTER COIN | 3                   |
| TEAM         | Copper              |
| DEATHMOVE    | The Drack Pack      |
| TEAM BONUS   | Fat Drack           |
| TEAM BONUS   | Team Agility +30    |
| TEAM         | The Avian Attackers |
| DEATHMOVE    | N/A                 |
| TEAM BONUS   | Team Agility +30    |
| LOCATION     | Farebury Region     |

TITLE: PAIN IN THE NECK  
SPECIES: DRACKY  
FAMILY: BIRD

**Comments:** Pain in the Neck a.k.a. Sippy is a consistent attacker (it has no other moves) and is fairly skilled at dodging. It isn't terribly powerful, but when placed in a team with the two other Drackies, the three can assemble to form the mighty Great Dracky!

CONDITION Night only

## SLURPY



HP: 78-231  
MP: 0  
Attack: 99-245  
Defence: 130-206  
Agility: 128-240  
Turns in Combat: 0.7

|              |                     |
|--------------|---------------------|
| MONSTER COIN | 23                  |
| TEAM         | Copper              |
| DEATHMOVE    | The Drack Pack      |
| TEAM BONUS   | Fat Drack           |
| TEAM BONUS   | Team Agility +30    |
| TEAM         | The Avian Attackers |
| DEATHMOVE    | N/A                 |
| TEAM BONUS   | Team Agility +30    |
| LOCATION     | W Argonia           |

TITLE: ALL DAY SUCKER  
SPECIES: DRACKY  
FAMILY: BIRD

**Comments:** Unless it's in a team, this monster has only straightforward attacks. Alone, All Day Sucker a.k.a. Slurpy's greatest asset is its high agility which enables it to dodge many enemy attacks.

CONDITION None

## SKELEDROID



HP: 563-715  
MP: 0  
Attack: 310-345  
Defence: 238-268  
Agility: 168-265  
Turns in Combat: 1.1

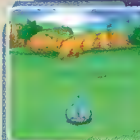
|              |                   |
|--------------|-------------------|
| MONSTER COIN | 99                |
| TEAM         | Gold              |
| DEATHMOVE    | The Blade Runners |
| TEAM BONUS   | Triple Swords     |
| TEAM BONUS   | N/A               |
| TEAM         | Club Club         |
| DEATHMOVE    | Mind Breaker      |
| TEAM BONUS   | N/A               |
| TEAM         | The Zombobops     |
| DEATHMOVE    | N/A               |
| TEAM BONUS   | Team Max HP +30   |
| LOCATION     | Northwest Isle    |

TITLE: MAN-AT-ARMS  
SPECIES: HELL GLADIATOR  
FAMILY: ZOMBIE

**Comments:** Man-at-Arms a.k.a. Skeledoid is one of the best monsters in the game. It has impressive stats on offense and defence, it uses a slashing attack that may also put its target to sleep, and it fits into three different weapon teams!

|            |                                      |
|------------|--------------------------------------|
| TEAM       | The Hackers                          |
| DEATHMOVE  | Typhoeus' Maul                       |
| TEAM BONUS | N/A                                  |
| CONDITION  | After defeating Monster Arena Rank B |

## SMILES



HP: 39-197  
MP: 0  
Attack: 21-270  
Defence: 51-175  
Agility: 60-242  
Turns in Combat: 0.5

|              |                    |
|--------------|--------------------|
| MONSTER COIN | 1                  |
| TEAM         | Copper             |
| DEATHMOVE    | Slime Time         |
| TEAM BONUS   | Slime Spank        |
| TEAM BONUS   | Team Max HP x2     |
| TEAM         | The Slime Squad    |
| DEATHMOVE    | Supersize Slimey   |
| TEAM BONUS   | Team Max HP x2     |
| LOCATION     | Kingdom of Trodain |

TITLE: SLIMY SMILEY  
SPECIES: SLIME  
FAMILY: SLIME

**Comments:** Slimy Smiley a.k.a. Smiles is one of your first three monsters, but it may be the weakest of the bunch. However, it can be useful later in the game when you have other slimes to combine it with.

|            |                |
|------------|----------------|
| TEAM       | Slime Power    |
| DEATHMOVE  | N/A            |
| TEAM BONUS | Team Max HP x2 |
| CONDITION  | None           |

## SLIME SHADY



HP: 89-228  
MP: 0  
Attack: 89-188  
Defence: 100-179  
Agility: 86-113  
Turns in Combat: 0.6

|              |                  |
|--------------|------------------|
| MONSTER COIN | 1                |
| TEAM         | Copper           |
| DEATHMOVE    | Slime Time       |
| TEAM BONUS   | Slime Spank      |
| TEAM BONUS   | Team Max HP x2   |
| TEAM         | The Slime Squad  |
| DEATHMOVE    | Supersize Slimey |
| TEAM BONUS   | Team Max HP x2   |
| LOCATION     | Arcadia Region   |

TITLE: GLOOPY GROUPIE  
SPECIES: SLIME  
FAMILY: SLIME

**Comments:** Gloopy Groupie a.k.a. Slime Shady is better than Smiles in some respects, but potentially worse in others. It has only straightforward attacks, and should only be used in an all-slime team.

|            |                |
|------------|----------------|
| TEAM       | Slime Power    |
| DEATHMOVE  | N/A            |
| TEAM BONUS | Team Max HP x2 |

CONDITION None

## SNAP CASE



HP: 260-287  
MP: 21-27  
Attack: 123-179  
Defence: 64-120  
Agility: 60-133  
Turns in Combat: 0.7

|              |                    |
|--------------|--------------------|
| MONSTER COIN | 33                 |
| TEAM         | Copper             |
| DEATHMOVE    | Materialistic      |
| TEAM BONUS   | N/A                |
| TEAM BONUS   | Wait Extra Turn    |
| LOCATION     | Kingdom of Trodain |

TITLE: MAN-EATER CHEST  
SPECIES: CANNIBOX  
FAMILY: MATERIAL

**Comments:** Man-eater Chest a.k.a. Snap Case is a fairly powerful attacker, sometimes capable of attacking twice or casting a useful spell. However, it doesn't have enough defence to last long after the first few ranks of the Monster Arena.

CONDITION None

## SPIKE



HP: 383-575  
MP: 35  
Attack: 147-219  
Defence: 126-144  
Agility: 103-122  
Turns in Combat: 1.1

|              |                      |
|--------------|----------------------|
| MONSTER COIN | 88                   |
| TEAM         | Silver               |
| DEATHMOVE    | The Dynamic Duo      |
| TEAM BONUS   | Sapper Slapper       |
| TEAM BONUS   | Team Attack +15      |
| TEAM         | Just Beastly         |
| DEATHMOVE    | N/A                  |
| TEAM BONUS   | Team Attack +15      |
| LOCATION     | Cape West of Pickham |

TITLE: MUSCLY MOHAWKER  
SPECIES: MOHAWKER  
FAMILY: BEAST

**Comments:** With slightly lower stats, Muscly Mohawker a.k.a. Spike seems like the weaker link in the Dynamic Duo (the two-monster team it shares with Orrid). However, Spike has the ability to cast Multiheal in combat, which is especially important considering the pair's low defence scores.

CONDITION After defeating Monster Arena Rank F

## SLIMEHOPPER



HP: 41-485  
MP: 4-34  
Attack: 26-296  
Defence: 15-296  
Agility: 13-205  
Turns in Combat: 1

|              |                      |
|--------------|----------------------|
| MONSTER COIN | 15                   |
| TEAM         | Copper               |
| DEATHMOVE    | The Fatal Attraction |
| TEAM BONUS   | Love Typhoon         |
| TEAM BONUS   | N/A                  |
| TEAM         | The Nightriders      |
| DEATHMOVE    | Riders' Carnival     |
| TEAM BONUS   | N/A                  |
| TEAM         | Slime Power          |
| DEATHMOVE    | N/A                  |
| TEAM BONUS   | Team Max HP x2       |
| LOCATION     | Farebury Region      |

TITLE: ONE KNIGHT STAND  
SPECIES: SLIME KNIGHT  
FAMILY: SLIME

**Comments:** One Knight Stand a.k.a. Slimehopper is one of the easiest monsters to scout. It is fairly useful in combat, supplementing its normal attacks with the Heal spell. While Slimehopper's stats tend to be low, it can claim membership in four excellent teams.

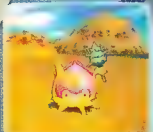
|            |                   |
|------------|-------------------|
| TEAM       | The Blade Runners |
| DEATHMOVE  | Triple Sword      |
| TEAM BONUS | N/A               |

CONDITION None



## SQUIGGLES

TITLE: SQUIGGLY SQUIGGLER  
SPECIES: KHALAMARI KID  
FAMILY: AQUATIC



HP: 49-78  
MP: 0  
Attack: 54-64  
Defence: 50-64  
Agility: 57-116  
Turns in Combat: 0.6

**Comments:** Squiggly Squiggler a.k.a. Squiggles may be cute, but it's one of the weakest monsters in the game. Since it spends approximately one-third of its turns doodling, not much is left from an offensive standpoint.

|              |                  |           |      |
|--------------|------------------|-----------|------|
| MONSTER COIN | 9                | EXP       | 48   |
| TEAM         | Copper           |           |      |
| DEATHMOVE    | Club Club        |           |      |
| TEAM BONUS   | Mind Breaker     |           |      |
| TEAM         | N/A              |           |      |
| DEATHMOVE    | The Aqua Marines |           |      |
| TEAM BONUS   | N/A              |           |      |
| DEATHMOVE    | Team Defence +30 |           |      |
| LOCATION     | Pickham Region   | CONDITION | None |

## STEROPES

TITLE: GIGANTES GANGSTER  
SPECIES: GIGANTES  
FAMILY: DEMON



HP: 888-959  
MP: 0  
Attack: 278-329  
Defence: 149-200  
Agility: 108-173  
Turns in Combat: 0.8

**Comments:** Gigantes Gangster a.k.a. Steropes is even more powerful than Brontes, but you can't recruit it until you defeat Monster Arena Rank B. After that, add it to your team (preferably alongside Brontes) and you'll be in good shape for the final ranks!

|              |                 |           |                                      |
|--------------|-----------------|-----------|--------------------------------------|
| MONSTER COIN | 103             | EXP       | 398                                  |
| TEAM         | Silver          |           |                                      |
| DEATHMOVE    | Two Eyes        |           |                                      |
| TEAM BONUS   | Sapper Slappers |           |                                      |
| TEAM         | Wait Extra Turn |           |                                      |
| DEATHMOVE    | Club Club       |           |                                      |
| TEAM BONUS   | Mind Breaker    |           |                                      |
| DEATHMOVE    | N/A             |           |                                      |
| LOCATION     | Unnamed Isle    | CONDITION | After defeating Monster Arena Rank B |

## STONEMAN

TITLE: STONEMASON  
SPECIES: STONE GOLEM  
FAMILY: MATERIAL



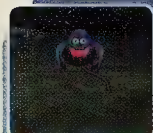
HP: 560-810  
MP: 0  
Attack: 275-308  
Defence: 255-306  
Agility: 100-110  
Turns in Combat: 0.7

**Comments:** Stonemason a.k.a. Stoneman is the strongest golem on its own, and the final member of My Three Golems. When used together, the three golems can fuse together to form Mazin, a golem made of other golems. Needless to say, Mazin's stats are top-notch!

|              |                                           |           |                                    |
|--------------|-------------------------------------------|-----------|------------------------------------|
| MONSTER COIN | 63                                        | EXP       | 388                                |
| TEAM         | Silver                                    |           |                                    |
| DEATHMOVE    | My Three Golems                           |           |                                    |
| TEAM BONUS   | The Golematior                            |           |                                    |
| TEAM         | N/A                                       |           |                                    |
| DEATHMOVE    | Materialistic                             |           |                                    |
| TEAM BONUS   | N/A                                       |           |                                    |
| DEATHMOVE    | Wait Extra Turn                           |           |                                    |
| LOCATION     | Northwest Isle in Areas Accessible By Air | CONDITION | After beating Monster Arena Rank B |

## SUGI

TITLE: SHADOW CONDUCTOR  
SPECIES: DRACKY  
FAMILY: BIRD



HP: 102-267  
MP: 0  
Attack: 63-216  
Defence: 163-210  
Agility: 134-257  
Turns in Combat: 0.9

**Comments:** Shadow Conductor a.k.a. Sugi is on par with Slurpy, but you'll need to track it down to complete the Dracky team or one way to complete The Legends team of monsters.

|              |                                                                                                 |           |                                                  |
|--------------|-------------------------------------------------------------------------------------------------|-----------|--------------------------------------------------|
| MONSTER COIN | N/A                                                                                             | EXP       | 68                                               |
| TEAM         | 345                                                                                             |           |                                                  |
| DEATHMOVE    | The Drack Pack                                                                                  |           |                                                  |
| TEAM BONUS   | Fat Drack                                                                                       |           |                                                  |
| TEAM         | Team Agility +30                                                                                |           |                                                  |
| DEATHMOVE    | The Avian Attackers                                                                             |           |                                                  |
| TEAM BONUS   | N/A                                                                                             |           |                                                  |
| LOCATION     | Either Northwest Isle in Areas Accessible By Air or Isolated Plateau in Areas Accessible By Air | CONDITION | Night only; after defeating Monster Arena Rank B |

## TALOS

TITLE: CRAZED COLOSSUS  
SPECIES: LIVING STATUE  
FAMILY: MATERIAL



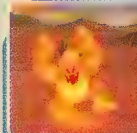
HP: 801  
MP: 0  
Attack: 316  
Defence: 243  
Agility: 116  
Turns in Combat: 0.6

**Comments:** Crazy Colossus a.k.a. Talos's stats don't change as you level up, so the sooner you can scout it the better. It appears as soon as you clear the Monster Arena's Rank D and it is easy to find. It's slow and can't use any special deathmoves, but its attack and defence stats are very good.

|              |                   |           |                                              |
|--------------|-------------------|-----------|----------------------------------------------|
| MONSTER COIN | 109               | EXP       | 226                                          |
| TEAM         | Silver            |           |                                              |
| DEATHMOVE    | Materialistic     |           |                                              |
| TEAM BONUS   | N/A               |           |                                              |
| DEATHMOVE    | Wait Extra Turn   |           |                                              |
| LOCATION     | Holy Isle of Neos | CONDITION | Appears after defeating Monster Arena Rank D |

## TORCHMAN

TITLE: LIVING TORCH  
SPECIES: DANCING FLAME  
FAMILY: ELEMENTAL



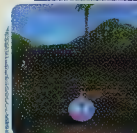
HP: 336-361  
MP: 0  
Attack: 180-221  
Defence: 105-156  
Agility: 103-139  
Turns in Combat: 0.9

**Comments:** Living Torch a.k.a. Torchman has the same attacks as Flameman, but each of its spells is one level more powerful. Elemental breath attacks like Flame Breath and Inferno are great against opponents with high-defence.

|              |                     |           |                                              |
|--------------|---------------------|-----------|----------------------------------------------|
| MONSTER COIN | 123                 | EXP       | 365                                          |
| TEAM         | Copper              |           |                                              |
| DEATHMOVE    | Demented Elements   |           |                                              |
| TEAM BONUS   | Elemental Storm     |           |                                              |
| TEAM BONUS   | N/A                 |           |                                              |
| LOCATION     | Two areas in Desert | CONDITION | Appears after defeating Monster Arena Rank D |

## TORI

TITLE: SLIME DESIGNER  
SPECIES: SLIME  
FAMILY: SLIME



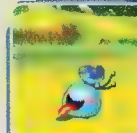
HP: 99-243  
MP: 0  
Attack: 8-316  
Defence: 131-294  
Agility: 93-212  
Turns in Combat: 0.7

**Comments:** Slime Designer a.k.a. Tori is the third and final slime. It can finish the Slime Squad with its slime brethren or complete The Legends with Hori, Nohi, or Sugi.

|              |                               |           |                                      |
|--------------|-------------------------------|-----------|--------------------------------------|
| MONSTER COIN | 1                             | EXP       | 54                                   |
| TEAM         | Gold                          |           |                                      |
| DEATHMOVE    | Slime Time                    |           |                                      |
| TEAM BONUS   | Slime Spank                   |           |                                      |
| TEAM BONUS   | Team Max HP x2                |           |                                      |
| TEAM         | The Slime Squad               |           |                                      |
| DEATHMOVE    | Supersize Slimey              |           |                                      |
| TEAM BONUS   | Team Max HP x2                |           |                                      |
| TEAM         | Slime Power                   |           |                                      |
| DEATHMOVE    | N/A                           |           |                                      |
| TEAM BONUS   | Team Max HP x2                |           |                                      |
| LOCATION     | Two areas on Isolated Plateau | CONDITION | After defeating Monster Arena Rank D |

## TRICK BAG

TITLE: BUNDLE OF JOY  
SPECIES: BAG O' LAUGHS  
FAMILY: MATERIAL



HP: 189-234  
MP: 10-16  
Attack: 63-95  
Defence: 104-179  
Agility: 80-133  
Turns in Combat: 0.8

**Comments:** Bundle of Joy a.k.a. Trick Bag has dismal stats, especially considering that you can't really scout it early in the game. Trick Bag is useful for completing the Psyche Wards team.

|              |                  |           |      |
|--------------|------------------|-----------|------|
| MONSTER COIN | 32               | EXP       | 92   |
| TEAM         | Copper           |           |      |
| DEATHMOVE    | The Psyche Wards |           |      |
| TEAM BONUS   | Tension Boost    |           |      |
| TEAM         | N/A              |           |      |
| DEATHMOVE    | Materialistic    |           |      |
| TEAM BONUS   | N/A              |           |      |
| DEATHMOVE    | Wait Extra Turn  |           |      |
| LOCATION     | W Argonia        | CONDITION | None |

|            |                |
|------------|----------------|
| TEAM       | Happy Together |
| DEATHMOVE  | N/A            |
| TEAM BONUS | N/A            |



## TWIGGY



HP: 219-251  
MP: 0  
Attack: 64-231  
Defence: 41-178  
Agility: 38-94  
Turns in Combat: 0.8

TITLE: ROOT OF EVIL  
SPECIES: TREEFACE  
FAMILY: PLANT

**Comments:** Root of Evil a.k.a. Twigg is a great support monster that can heal and resurrect your other monsters. Unfortunately, Twigg lacks much power from a defensive standpoint.

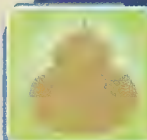
|              |               |           |      |
|--------------|---------------|-----------|------|
| MONSTER COIN | 39            | EXP       | 78   |
| TEAM         | Copper        |           |      |
| DEATHMOVE    | N/A           |           |      |
| TEAM BONUSES | N/A           |           |      |
| LOCATION     | Maella Region | CONDITION | None |

## BISHOP



LOCATION Two areas in Maella Region  
CONDITION Appears after defeating the game

## HEV



LOCATION Kingdom of Trodain near lake  
CONDITION Unknown...

## FRILLSAUR



LOCATION Untrodden Groves  
CONDITION Day only; appears after defeating the game

## MORNSTAR



LOCATION Arcadia Region near tunnel to Blizzard Peaks  
CONDITION Appears after defeating the game

## GRYPHUS



LOCATION W Argonia in Areas Accessible By Air  
CONDITION Appears after defeating the game

## SPOT



LOCATION Baccarat Region  
CONDITION Day only; appears after defeating the game and beating Monster Arena Rank B



# MORRIE'S MONSTER ARENA

## UNLOCKING THE MONSTER ARENA

When you first meet Morrie atop the keep near Pickham, he asks you to track down three particular monsters, fight them, and send them back to him. Unlike normal monsters, these guys are visible on the field and are among the first of over 70 "infamous monsters" you'll encounter.

After you defeat all three, Morrie hands over a key that allows you to enter the Monster Arena at any time. Here you can send a handpicked team of monsters into combat with parties assembled by other monster scouts. Your starting team consists of the three monsters you defeated for Morrie. It's also possible to recruit additional infamous monsters, provided you can earn their respect by defeating them in combat.

Victories in the arena will earn you both items and special abilities, courtesy of Morrie. The most significant is the **Call Team** ability, which Morrie teaches you after you conquer Rank E. This skill enables you to call your Monster Team to replace your normal party in battle for a certain number of turns!

## HOW BATTLES WORK

You can enter a battle by talking to the man in red behind one of the counters in the Monster Arena. The tournament is divided into eight ranks and you must conquer them in order, starting with the lowest (Rank G). There is a small fee to pay to enter each rank, but the potential prizes for winning are worth the price of entry. You can challenge a previously defeated rank for free, but you won't win any prizes.



Each rank consists of three rounds. Your enemies' monsters may appear to be ordinary monsters, but they have enhanced stats, making them formidable opponents. Also, your foes always begin at full health, while your team does not recover lost HP or MP between rounds.

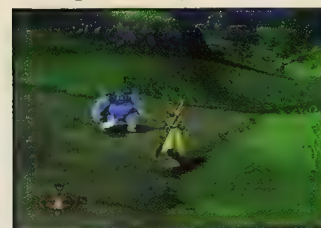
During battles, your monsters fight on their own. You can't give them specific commands, so the strategic element lies in scouting the best monsters and identifying the correct mixture of attributes to fashion an all conquering team from your ever-expanding roster.

## SCOUTING MONSTERS

As noted previously, you assemble your team from infamous monsters, which are the more powerful versions of normal monsters that you face in random monster encounters. Once Morrie makes you an official monster scout, any infamous monster you defeat will ask to join your team after you defeat it. The monsters you begin with are among the weakest in the game, so try to replace them quickly.



Initially, there is space for only three monsters, so recruiting a new monster means releasing an old one (it returns to its original location). As you ascend the Monster



Arena ranks, Morrie will reward you with additional storage space in your reserves and even a second team! You can only enter one team of three monsters in each fight, but you can swap between teams and your bench before you register.

A few tips for catching monsters:

- *When you see an infamous monster, try to attack it from behind. This may enable you to strike first.*
- *Some monsters only appear at night, while others only appear during the day. If an area seems suspiciously empty, try waiting until the next time change to see if a monster appears.*
- *Certain monsters appear only after you've conquered certain ranks in the Monster Arena. Ranks F, D, and B are the significant milestones.*
- *Most infamous monsters appear in only one location, but some may have up to five possible appearance points! They are only in one spot at any given time, so these monsters can be tricky to track down.*
- *A few super-secret infamous monsters do not appear until after the game is completed, or other criteria are fulfilled later in the game.*



## HOW INFAMOUS MONSTERS GROW

Infamous monsters distinguish themselves from their normal monster counterparts in many ways. They have names and higher stats and while they don't level up, they gain strength as your normal party gains strength. Note that not every monster stat is affected, and the amount by which they're affected can vary drastically. Some grow significantly as your party does (like Hackzilla), while others are as good as they'll ever be on the day you recruit them (like Talos). Note that infamous monsters grow whether they're in the wild or on your team; recruiting them early doesn't make a difference in their ultimate stats.



Hero Level 20



Hero Level 45

## DEATHMOVES AND SPECIAL TEAMS

When you combine monsters of the same type, or ones that have something significant in common (they all wield the same weapon, for example), the team may gain a nickname, deathmoves, stat bonuses, or other secret traits. Your team will occasionally use a deathmove in combat automatically.



Despite their name, deathmoves aren't always offensive in nature. For example, Elemental Storm (used by a party of three Elementals) casts Bounce and Insulate on the party. If you use Call Team to summon a monster team that uses a stat-boosting or healing deathmove like this one, the effects will often carry over to your human party as well!

You can certainly get through the Monster Arena with three tough monsters that have nothing in common with each other, but it is often easier with a themed party that has a powerful team ability.

## MONSTER ARENA PRIZES

- Rank G**  
*Strength ring (accessory); attack: 5; equipped by Hero, Yangus, Jessica, Angelo*
- Rank F**  
*Bunny suit (armour); defence: 38; equipped by Jessica*
- Rank E**  
*Ring of clarity (accessory); defence: 10, immunity to confusion; equipped by Hero, Yangus, Jessica, Angelo*
- Rank D**  
*Mighty armlet (accessory); attack: 15; equipped by Hero, Yangus, Jessica, Angelo*
- Rank C**  
*Saint's ashes (item); used in alchemy*
- Rank B**  
*Bardiche of binding (scythe); attack: 83, does extra damage to demons, may silence target; equipped by Yangus*
- Rank A**  
*Hero spear (spear); attack: 100, recovers user's HP; equipped by Hero*
- Rank S**  
*Dragon robe (armour); defence: 103, reduces fire- and ice-type damage; equipped by Jessica, Angelo*

## MONSTER ARENA ROUNDS

### RANK G

**Entrance Fee:** 100 gold

**Prizes:** Strength ring, +3 Reserves monster slots

### GRIMEY—THE SLIMEYS



**SHE-SLIME (x2)**

HP: 45  
MP: 0  
Attack: 45  
Defence: 40  
Agility: 50



**SLIME KNIGHT**

HP: 63  
MP: 10  
Attack: 65  
Defence: 44  
Agility: 72



### GRACEY—TEAM FACE OFF



**FROGFACE (x2)**

HP: 49  
MP: 10  
Attack: 52  
Defence: 23  
Agility: 52



**TREEFACE**

HP: 80  
MP: 0  
Attack: 66  
Defence: 53  
Agility: 44





## GRUELLY—THE BULLY BROTHERS



### HAMMERHOOD

HP: 50  
MP: 0  
Attack: 49  
Defence: 45  
Agility: 18



### GORERILLA

HP: 82  
MP: 0  
Attack: 70  
Defence: 62  
Agility: 39



### BULLFINCH

HP: 77  
MP: 0  
Attack: 53  
Defence: 45  
Agility: 50

## RANK F

Entrance Fee: 200 gold

Prizes: Bunny suit, unlock Compete against own team option

## FISHER—THE FISHER KINGS



### KHALAMARI KID (x2)

HP: 66  
MP: 0  
Attack: 70  
Defence: 68  
Agility: 57



### KING KELP

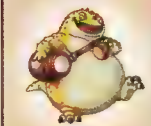
HP: 103  
MP: 20  
Attack: 82  
Defence: 72  
Agility: 59

## FELBLE—HELL'S BELLS



### DINGALING (x2)

HP: 72  
MP: 4  
Attack: 63  
Defence: 60  
Agility: 71



### JARGON

HP: 120  
MP: 0  
Attack: 100  
Defence: 71  
Agility: 56

## FINNEGAN—THE RED BARONS



### DANCING DEVIL

HP: 70  
MP: 0  
Attack: 46  
Defence: 45  
Agility: 63



### WAILIN' WEED

HP: 83  
MP: 0  
Attack: 77  
Defence: 71  
Agility: 61



### REDTAIL HIPSTER

HP: 103  
MP: 0  
Attack: 106  
Defence: 95  
Agility: 70

## RANK F STRATEGY

Watch out for redtail hipster's tail shake, which hits for about 50 HP to all party members. If your party is weak, this attack can eliminate multiple team members in a single turn.

## RANK E

Entrance Fee: 300 gold

Prizes: Ring of clarity, Call Team ability (for Hero)

## ERICSON—THE PRISON PUSSYCATS



### JAILCAT (x2)

HP: 65  
MP: 12  
Attack: 86  
Defence: 66  
Agility: 80



### TERROR TABBY

HP: 99  
MP: 20  
Attack: 120  
Defence: 80  
Agility: 80



## ELIDOR—THE FIEND FAMILY



### HIPSTER

HP: 146  
MP: 32  
Attack: 132  
Defence: 80  
Agility: 80



### MINIDEMON

HP: 83  
MP: 60  
Attack: 58  
Defence: 63  
Agility: 70



### WITCH

HP: 130  
MP: 48  
Attack: 110  
Defence: 79  
Agility: 80



## EVIANA—THE DIRTY DANCERS



### MAGIC MARIONETTE

HP: 180  
MP: 0  
Attack: 132  
Defence: 92  
Agility: 64



### TAP DEVIL

HP: 125  
MP: 0  
Attack: 91  
Defence: 89  
Agility: 60



### VOLPONE

HP: 183  
MP: 48  
Attack: 145  
Defence: 100  
Agility: 80



## RANK E STRATEGY

The tap devil uses Underpants Dance to stun your characters for a turn, leaving them unable to fight back. If this causes a problem, find a monster that is immune to temporary stun attacks. This quality is typically found among machines and zombies.



# RANK D

**Entrance Fee:** 400 gold

**Prizes:** Mighty armband, +3 Reserves monster slots

## DAREN—TEAM NIGHTMARE



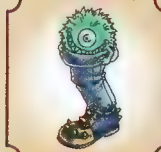
### NIGHT FOX

HP: 161  
MP: 6  
Attack: 98  
Defence: 73  
Agility: 90



### NIGHT EMPEROR

HP: 182  
MP: 0  
Attack: 128  
Defence: 116  
Agility: 60



### NIGHT SNEAKER

HP: 123  
MP: 12  
Attack: 110  
Defence: 77  
Agility: 80

## DARCY—THE DEADHEADS



### SKELETON

HP: 145  
MP: 30  
Attack: 131  
Defence: 33  
Agility: 80



### WALKING CORPSE

HP: 200  
MP: 0  
Attack: 130  
Defence: 13  
Agility: 80



### MUMMY

HP: 143  
MP: 0  
Attack: 118  
Defence: 60  
Agility: 80

## DEOGOL—THE PSYCHE-OS



### BROWNIE (x2)

HP: 100  
MP: 0  
Attack: 123  
Defence: 76  
Agility: 75



### HOOD

HP: 200  
MP: 0  
Attack: 166  
Defence: 72  
Agility: 75

## RANK D STRATEGY

The brownies have a special ability that can boost their tension by two levels, making most of their attacks one-hit kills. Brownies are weak, so a deathmove may eliminate them before they cause any damage.

# RANK C

**Entrance Fee:** 500 gold

**Prizes:** Saint's ashes, no prize from Morrie

## CORAL—THE BEACH BABES



### SEE URCHIN (x2)

HP: 161  
MP: 20  
Attack: 83  
Defence: 45  
Agility: 90



### SIREN

HP: 180  
MP: 50  
Attack: 27  
Defence: 100  
Agility: 73



## CRAZY INVENTOR—BAD SCIENCE



### MECHA-MYNAH

HP: 178  
MP: 45  
Attack: 100  
Defence: 135  
Agility: 82



### HUNTER MECH

HP: 256  
MP: 0  
Attack: 175  
Defence: 108  
Agility: 80



### CLOCKWORK CUCKOO

HP: 240  
MP: 0  
Attack: 150  
Defence: 99  
Agility: 90

## COUNTESS CHRISTIE—BATTLE ROYALS



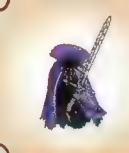
### FENCING FOX

HP: 320  
MP: 8  
Attack: 126  
Defence: 92  
Agility: 80



### BONE BARON

HP: 316  
MP: 0  
Attack: 190  
Defence: 116  
Agility: 88



### PHANTOM FENCER

HP: 400  
MP: 0  
Attack: 173  
Defence: 95  
Agility: 80

## RANK C STRATEGY

Tough foes like the hunter mech and bone baron use powerful attacks on a consistent basis, and the metal monsters in the second round are immune to nearly every trick outside of direct physical damage. Construct a resilient team of your own, and use monsters that rely on direct attacks, not status conditions.



# RANK B

**Entrance Fee:** 700 gold

**Prizes:** Bardiche of binding, second Monster team

## BALDHERE—THE DRAG QUEENS



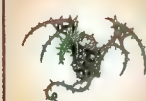
### DRAGURN

HP: 481  
MP: 0  
Attack: 216  
Defence: 128  
Agility: 92



### TYRANTOSAUR

HP: 530  
MP: 0  
Attack: 221  
Defence: 134  
Agility: 108



### SNAPDRAGON

HP: 550  
MP: 60  
Attack: 204  
Defence: 118  
Agility: 102

## BOGART—THE TOUGH NUTS



### STONE GUARDIAN

HP: 401  
MP: 0  
Attack: 209  
Defence: 190  
Agility: 92



### BOSS TROLL

HP: 800  
MP: 0  
Attack: 238  
Defence: 32  
Agility: 82



### GOLEM

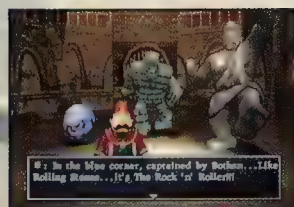
HP: 560  
MP: 0  
Attack: 227  
Defence: 126  
Agility: 80

## BOTHAN—THE ROCK 'N' ROLLERS



### ROCKBOMB

HP: 180  
MP: 40  
Attack: 68  
Defence: 111  
Agility: 86



### STONE GOLEM

HP: 612  
MP: 0  
Attack: 245  
Defence: 156  
Agility: 93



### LIVING STATUE

HP: 462  
MP: 0  
Attack: 218  
Defence: 154  
Agility: 80

## RANK B STRATEGY

The enemies in this rank hit hard and have lots of HP. The key to victory is having a team with very high defence since after the first round, all of the enemy monsters will use physical attacks exclusively. HP is important too, but even a monster with 1000 HP won't last long if its defence is low.

# RANK A

**Entrance Fee:** 1000 gold

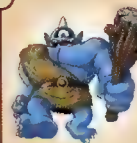
**Prizes:** Hero spear, unlock Rank S

## ALOISE—THE BIG BOYS



### FROU-FROU

HP: 540  
MP: 0  
Attack: 226  
Defence: 157  
Agility: 111



### CYCLOPS

HP: 650  
MP: 0  
Attack: 261  
Defence: 112  
Agility: 94



### TROLL

HP: 508  
MP: 0  
Attack: 254  
Defence: 18  
Agility: 51

## 'ATTABOY TOM—THE WILD CATS



### JUMPING JACKAL (x2)

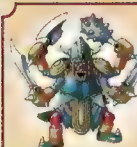
HP: 525  
MP: 0  
Attack: 230  
Defence: 148  
Agility: 135



### GREAT SABRECAT

HP: 670  
MP: 0  
Attack: 271  
Defence: 155  
Agility: 150

## AMAAN—FEAR FACTOR



### ZOMBIE GLADIATOR

HP: 868  
MP: 16  
Attack: 256  
Defence: 164  
Agility: 126



### TREEVIL

HP: 419  
MP: 0  
Attack: 145  
Defence: 84  
Agility: 72



### BOMBOULDER

HP: 245  
MP: Infinite  
Attack: 80  
Defence: 111  
Agility: 80

## RANK A STRATEGY

The final group of recruitable monsters becomes available after clearing Rank B. Take some time to recruit the final members of many powerful themed teams, like the killing machines and golems. This is a very tough rank, and it will be difficult to clear this rank without the use of some powerful deathmoves.



# RANK S

Entrance Fee: 1000 gold

Prizes: ???



You must clear all of the previous ranks to make Rank S appear. This rank contains the toughest battles yet, and victory may not be possible until you recruit some of the best monsters in the game. Also, boost their stats by attaining a high level for your characters.

## SPECIAL MONSTER TEAMS

While you can build a team out of any three team monsters you like, you can earn stat bonuses and unlock deathmoves if the team is comprised of monsters that share a species, a weapon, a family, or some other trait. When this occurs, a special name is assigned to your team (as listed in this chapter) and you receive some bonuses shown. All deathmoves are automatically used in combat at your team's discretion. If your team of three monsters has a special two-monster sub-group in it, the deathmove for the two-monster sub-group may also be used. Some effects extend to party members, but only when the Hero summons your team in combat with the Call Team ability.

### WEAPON TEAMS

#### THE ANGRY ARCHERS

|                     |                                                                                       |
|---------------------|---------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Monsters that wield bows.                                                             |
| <b>DEATHMOVE</b>    | <b>Harrowing Arrow:</b> Arrows of light hit all enemies for 116-124 points of damage. |
| <b>TEAM BONUSES</b> | Team Max HP +15                                                                       |

**POSSIBLE TEAM NAMES**  
 Shortshooter a.k.a. Fletch (Bodkin archer)  
 Sharpshooter a.k.a. Archer (Bodkin bowyer)  
 Poisonous Sniper a.k.a. Sagittari (Bodkin fletcher)

#### THE BLADE RUNNERS

|                     |                                                                                                                  |
|---------------------|------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Monsters that wield swords.                                                                                      |
| <b>DEATHMOVE</b>    | <b>Triple Swords:</b> Team members focus attacks on a single foe, and cause 50% more damage than normal attacks. |
| <b>TEAM BONUSES</b> | N/A                                                                                                              |

**POSSIBLE TEAM NAMES**  
 Old Soldier a.k.a. Bones (Skeleton)  
 Phantom of Chopera a.k.a. Capers (Phantom fencer)  
 Attack Bot Mk II a.k.a. Cybot (Killing machine)  
 King of Dumbira a.k.a. Dumbking (Notso macho)  
 Raging Rooster a.k.a. Fowl Fowl (Fowlfighter)  
 Bone Racer a.k.a. Jockey (Skullrider)  
 Hollow Knight a.k.a. Lonely Joe (Restless armour)  
 Killer Director a.k.a. Nohi (Killing machine)  
 Roboster Mk I a.k.a. Roborg (Killing machine)  
 Man-at-Arms a.k.a. Skeledoid (Hell gladiator)  
 One Knight Stand a.k.a. Slimehopper (Slime knight)

#### A THIRD TEAM MEMBER

Note that some special monster teams require only two monsters. However, the third member of the team must be of the same family to unlock starred bonuses!

#### CLUB CLUB

|                     |                                                                                                         |
|---------------------|---------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Monsters that wield clubs.                                                                              |
| <b>DEATHMOVE</b>    | <b>Mind Breaker:</b> Team members focus attacks on a single foe, and cause the target to lose its turn. |
| <b>TEAM BONUSES</b> | N/A                                                                                                     |

**POSSIBLE TEAM NAMES**  
 Big Blue Bully a.k.a. Arges (Cyclops)  
 Gigantes Guardsman a.k.a. Brontes (Gigantes)  
 Abominable Ape a.k.a. Klub Kong (Gorerilla)  
 Troll Patroller a.k.a. Pa Troll (Boss troll)  
 Man-at-Arms a.k.a. Skeledoid (Hell gladiator)  
 Squiggly Squiggler a.k.a. Squiggles (Khalamari kid)  
 Gigantes Gangster a.k.a. Steropes (Gigantes)

#### THE HACKERS

|                     |                                                                                                                                                   |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Monsters that wield axes.                                                                                                                         |
| <b>DEATHMOVE</b>    | <b>Typhoeus' Maul:</b> Team members focus attacks on a single foe, and inflict 50% more damage than normal attacks (double damage versus beasts). |
| <b>TEAM BONUSES</b> | N/A                                                                                                                                               |

**POSSIBLE TEAM NAMES**  
 Bushwhacker a.k.a. Bush-W. (Berserker)  
 Axoraptor a.k.a. Hackzilla (Hacksaurus)  
 Hooded Hacker a.k.a. Hoodwink (Hoodlum)  
 Man-at-Arms a.k.a. Skeledoid (Hell gladiator)

#### THE JAVELINAS

|                     |                                                                                                                                    |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Monsters that wield javelins.                                                                                                      |
| <b>DEATHMOVE</b>    | <b>Jolly Jousts:</b> Team members attack eight times, hitting enemies at random. Each hit does half the damage of a normal attack. |
| <b>TEAM BONUSES</b> | N/A                                                                                                                                |

**POSSIBLE TEAM NAMES**  
 Occult Rider a.k.a. Deadnoble (Bone baron)  
 Octavius Maximus a.k.a. Octurion (Octavian sentry)  
 Wild Spearman a.k.a. Orcus (Orc king)



# THEMED TEAMS

## THE DRACK PACK

|                              |                                                                                                                          |
|------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | All three drackies.                                                                                                      |
| <b>DEATHMOVE</b>             | <b>Fat Drack:</b> All team members merge into the Gracky, the Great Dracky!                                              |
| <b>TEAM BONUSES</b>          | Team Agility +30                                                                                                         |
| <b>POSSIBLE TEAM MEMBERS</b> | Pain in the Neck a.k.a. Sippy (Dracky)<br>All Day Sucker a.k.a. Slurpy (Dracky)<br>Shadow Conductor a.k.a. Sugi (Dracky) |

## THE DYNAMIC DUO

|                              |                                                                                                |
|------------------------------|------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Orrid and Spike.                                                                               |
| <b>DEATHMOVE</b>             | <b>Sapper Slapper:</b> Both monsters focus attacks on a single foe and also lower its defence. |
| <b>TEAM BONUSES</b>          | Team Attack +15* (When third member is of the beast family.)                                   |
| <b>POSSIBLE TEAM MEMBERS</b> | Ochre Ogre a.k.a. Orrid (Buffalogre)<br>Muscly Mohawker a.k.a. Spike (Mohawker)                |

## THE FATAL ATTRACTION

|                              |                                                                                                                               |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Faunus, Hazel and Slimehopper.                                                                                                |
| <b>DEATHMOVE</b>             | <b>Love Typhoon:</b> A pink whirlwind hits a group of foes for 76-84 points of damage.                                        |
| <b>TEAM BONUSES</b>          | N/A                                                                                                                           |
| <b>POSSIBLE TEAM MEMBERS</b> | Fertiliser a.k.a. Faunus (Silenus)<br>Femme Fatale a.k.a. Hazel (Witch)<br>One Knight Stand a.k.a. Slimehopper (Slime knight) |

## HAPPY TOGETHER

|                              |                                                                                            |
|------------------------------|--------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Two monsters happy to be together. ☺                                                       |
| <b>DEATHMOVE</b>             | N/A                                                                                        |
| <b>TEAM BONUSES</b>          | N/A                                                                                        |
| <b>POSSIBLE TEAM MEMBERS</b> | Jewel Juggler a.k.a. Jewelbag (Goodybag)<br>Bundle of Joy a.k.a. Trick Bag (Bag o' laughs) |

## THE LEGENDS

|                              |                                                                                                                                                                        |
|------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Monsters named after DQ Staff.                                                                                                                                         |
| <b>DEATHMOVE</b>             | <b>Big Bang:</b> A massive explosion hits all foes for 175-225 points of damage.                                                                                       |
| <b>TEAM BONUSES</b>          | N/A                                                                                                                                                                    |
| <b>POSSIBLE TEAM MEMBERS</b> | Slime Creator a.k.a. Hori (King slime)<br>Killer Director a.k.a. Nohi (Killing machine)<br>Shadow Conductor a.k.a. Sugi (Dracky)<br>Slime Designer a.k.a. Tori (Slime) |

## MY THREE GOLEMS

|                              |                                                                                                                           |
|------------------------------|---------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | All three golems.                                                                                                         |
| <b>DEATHMOVE</b>             | <b>The Golemator:</b> All team members merge into the monstrous Mazin!                                                    |
| <b>TEAM BONUSES</b>          | N/A                                                                                                                       |
| <b>POSSIBLE TEAM MEMBERS</b> | Bricklayer a.k.a. Brickman (Golem)<br>Goldbricker a.k.a. Goldman (Gold golem)<br>Stonemason a.k.a. Stoneman (Stone golem) |

## THE NIGHTRIDERS

|                              |                                                                                                                                           |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Mounted monsters.                                                                                                                         |
| <b>DEATHMOVE</b>             | <b>Riders' Carnival:</b> Team members focus attacks on a single foe, and cause double the usual amount of damage.                         |
| <b>TEAM BONUSES</b>          | N/A                                                                                                                                       |
| <b>POSSIBLE TEAM MEMBERS</b> | Occult Rider a.k.a. Deadnoble (Bone baron)<br>Bone Racer a.k.a. Jockey (Skullrider)<br>One Knight Stand a.k.a. Slimehopper (Slime knight) |

## THE PSYCHE WARDS

|                              |                                                                                                                                                                     |
|------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Monsters that build tension.                                                                                                                                        |
| <b>DEATHMOVE</b>             | <b>Tension Boost:</b> Raises the tension of each team member and party member by two levels.                                                                        |
| <b>TEAM BONUSES</b>          | N/A                                                                                                                                                                 |
| <b>POSSIBLE TEAM MEMBERS</b> | Al Gee a.k.a. Big Al (King kelp)<br>Femme Fatale a.k.a. Hazel (Witch)<br>Jewel Juggler a.k.a. Jewelbag (Goodybag)<br>Bundle of Joy a.k.a. Trick Bag (Bag o' laughs) |

## TEAM GOODNIGHT

|                              |                                                                                                                                              |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Certain nocturnal monsters.                                                                                                                  |
| <b>DEATHMOVE</b>             | <b>Dirge:</b> Reduces the defence of all team members and all enemies to 0.                                                                  |
| <b>TEAM BONUSES</b>          | N/A                                                                                                                                          |
| <b>POSSIBLE TEAM MEMBERS</b> | Fantom of Chopera a.k.a. Capers (Phantom fencer)<br>Hooded Hacker a.k.a. Hoodwink (Hoodlum)<br>Nightstalker a.k.a. Nightwing (Night emperor) |

## THE TREASURE HUNTERS

|                              |                                                                                                                                                                       |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>           | Wealthy monsters.                                                                                                                                                     |
| <b>DEATHMOVE</b>             | <b>Good as Gold:</b> Both monsters focus attacks on a single foe. You gain gold equal to half the damage dealt. You <i>cannot</i> use this move in the Monster Arena. |
| <b>TEAM BONUSES</b>          | <b>Fight Extra Turn*</b> (When third member is of the material family.)                                                                                               |
| <b>POSSIBLE TEAM MEMBERS</b> | Goldbricker a.k.a. Goldman (Gold golem)<br>Jewel Juggler a.k.a. Jewelbag (Goodybag)                                                                                   |



## TRIPLE TROUBLE

|                     |                                                                                                                         |
|---------------------|-------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | All three killing machines.                                                                                             |
| <b>DEATHMOVE</b>    | <b>Stream Killer Attack:</b> Team members focus attacks on a single foe, and cause triple the damage of normal attacks. |
| <b>TEAM BONUSES</b> | N/A                                                                                                                     |

### POSSIBLE TEAM MEMBERS

Attack Bot Mk II a.k.a. Cybot (Killing machine)  
Killer Director a.k.a. Nohi (Killing machine)  
Roboster Mk I a.k.a. Roborg (Killing machine)

## TWO EYES

|                     |                                                                                                |
|---------------------|------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | The two gigantes.                                                                              |
| <b>DEATHMOVE</b>    | <b>Sapper Slapper:</b> Both monsters focus attacks on a single foe and also lower its defence. |
| <b>TEAM BONUSES</b> | <b>Fight Extra Turn*</b> (When third member is of the demon family.)                           |

### POSSIBLE TEAM MEMBERS

Gigantes Guardsman a.k.a. Brontes (Gigantes)  
Gigantes Gangster a.k.a. Steropes (Gigantes)

## VALENTINE'S DAY

|                     |                                                                                                                                                                             |
|---------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Monsters that use puppets.                                                                                                                                                  |
| <b>DEATHMOVE</b>    | N/A                                                                                                                                                                         |
| <b>TEAM BONUSES</b> | <b>Team Agility +15, Team Max HP +15*</b> (becomes "Not Quite Human" with another Humanoid member, thus gaining the Team Max HP +15, and also retains the Team Agility +15) |

### POSSIBLE TEAM MEMBERS

Puppet Pugilist a.k.a. Doll drums (Puppet master)  
Punchin' Judy a.k.a. Moppet (Puppeteer)

## SLIME TEAMS

### THE KING AND US

|                     |                                                                                                                                                                             |
|---------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Healer, Curer and Hev.                                                                                                                                                      |
| <b>DEATHMOVE</b>    | <b>Maximaster:</b> Returns all fallen team members to life and heals all team members to max HP, then boosts defence of all team members and lowers defence of all enemies. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2</b>                                                                                                                                                       |

### POSSIBLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)  
Family Doctor a.k.a. Healer (Healslime)  
Heavy Metal a.k.a. Hev (Metal king slime)

### FULL METAL POWER

|                     |                                                                                                             |
|---------------------|-------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Hev and Metaly.                                                                                             |
| <b>DEATHMOVE</b>    | <b>Magic Burst:</b> Hev and Metaly expend all remaining MP to deal 330-370 points of damage to all enemies. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2*</b> (When third member is of the slime family.)                                          |

### POSSIBLE TEAM MEMBERS

Heavy Metal a.k.a. Hev (Metal king slime)  
Quick Silver a.k.a. Metaly (Metal slime)

### MEGA METAL MANIACS

|                     |                                                                                                     |
|---------------------|-----------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Hev and Metabble.                                                                                   |
| <b>DEATHMOVE</b>    | <b>Magic Burst:</b> Hev and Metabble expend all remaining MP to deal 480-520 damage to all enemies. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2*</b> (When third member is of the slime family.)                                  |

### POSSIBLE TEAM MEMBERS

Heavy Metal a.k.a. Hev (Metal king slime)  
Metal Babble a.k.a. Metabble (Liquid metal slime)

### SLIME THERAPY

|                     |                                                                              |
|---------------------|------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Any two of the following three slimes.                                       |
| <b>DEATHMOVE</b>    | <b>Multiheal:</b> Restores 100-120 HP to all team members and party members. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2*</b> (When third member is of the Slime family.)           |

### POSSIBLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)  
Family Doctor a.k.a. Healer (Healslime)  
Quick Silver a.k.a. Metaly (Metal slime)

### THE METAL MOB

|                     |                                                                                                                                                                                                          |
|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | All metal slimes.                                                                                                                                                                                        |
| <b>DEATHMOVE</b>    | <b>Multi Masher:</b> Your team expends all remaining MP to attack 3 to 10 times at random. Each attack causes 110-130 points of damage. (Possible Magic Burst from any combination of two in the group.) |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2</b>                                                                                                                                                                                    |

### POSSIBLE TEAM MEMBERS

Heavy Metal a.k.a. Hev (Metal king slime)  
Metal Babble a.k.a. Metabble (Liquid metal slime)  
Quick Silver a.k.a. Metaly (Metal slime)

### SLIME TIME

|                     |                                                                                                                |
|---------------------|----------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Metaly and two normal slimes.                                                                                  |
| <b>DEATHMOVE</b>    | <b>Slime Spank:</b> All monsters focus attacks on a single foe, and cause 50% more damage than normal attacks. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2</b>                                                                                          |

### POSSIBLE TEAM MEMBERS

Quick Silver a.k.a. Metaly (Metal slime)  
Gloopy Groupie a.k.a. Slime Shady (slime)  
Slimy Smiley a.k.a. Smiles (Slime)  
Slime Designer a.k.a. Tori (Slime)



## METAL POWER

|                     |                                                                                                                  |
|---------------------|------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Metabble and Metaly.                                                                                             |
| <b>DEATHMOVE</b>    | <b>Magic Burst:</b> Metabble and Metaly expend all remaining MP to deal 180-220 points of damage to all enemies. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2*</b> (When third member is of the Slime family.)                                               |

Metal Babble a.k.a. Metabble (Liquid metal slime)

Quick Silver a.k.a. Metaly (Metal slime)

## THE SLIME SQUAD

|                     |                                                                               |
|---------------------|-------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | All normal slimes.                                                            |
| <b>DEATHMOVE</b>    | <b>Supersize Slimey:</b> All team members merge into Ultrus, the Ultra Slime! |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2</b>                                                         |

Gloopy Groupie a.k.a. Slime Shady (Slime)

Slimy Smiley a.k.a. Smiles (Slime)

Slime Designer a.k.a. Tori (Slime)

## FAMILY TEAMS

### THE AQUA MARINES

|                     |                               |
|---------------------|-------------------------------|
| <b>DESCRIPTION</b>  | All members are aquatic type. |
| <b>DEATHMOVE</b>    | N/A                           |
| <b>TEAM BONUSES</b> | <b>Team Defence +30</b>       |

Al Gee a.k.a. Big Al (King kelp)

Squiggly Squiggler a.k.a. Squiggles (Khalamari kid)

Colossal Clione a.k.a. Clio (See angel)

Octavius Maximus a.k.a. Octurion (Octavian sentry)

Little Nipper a.k.a. Robster (Yabby)

### CLANK AND SPANK

|                     |                                                                                                                          |
|---------------------|--------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | All team members are machine type.                                                                                       |
| <b>DEATHMOVE</b>    | <b>Metal Panic:</b> The team members focus their attacks on a single foe, and cause 50% more damage than normal attacks. |
| <b>TEAM BONUSES</b> | N/A                                                                                                                      |

Attack Bot Mk II a.k.a. Cybot (Killing machine)

Killer Director a.k.a. Nohi (Killing machine)

Automaton Aviator a.k.a. Mechabubo (Mecha-mynah)

Roboster Mk I a.k.a. Roborg (Killing machine)

## TRAUMA CENTRE

|                     |                                                                                             |
|---------------------|---------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Metaly, Curer and Healer.                                                                   |
| <b>DEATHMOVE</b>    | <b>Omniheal:</b> Restores all team members to max HP and restores some HP to party members. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2</b>                                                                       |

Angel of Curing a.k.a. Curer (Cureslime)

Family Doctor a.k.a. Healer (Healslime)

Quick Silver a.k.a. Metaly (Metal slime)

## WIZARDS O' Z

|                     |                                                                                                   |
|---------------------|---------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | Metabble, Curer and Healer.                                                                       |
| <b>DEATHMOVE</b>    | <b>Zingslinger:</b> Returns all fallen team members to life and heals all team members to max HP. |
| <b>TEAM BONUSES</b> | <b>Team Max HP x2</b>                                                                             |

Angel of Curing a.k.a. Curer (Cureslime)

Family Doctor a.k.a. Healer (Healslime)

Metal Babble a.k.a. Metabble (Liquid metal slime)

### THE AVIAN ATTACKERS

|                     |                                 |
|---------------------|---------------------------------|
| <b>DESCRIPTION</b>  | All team members are bird type. |
| <b>DEATHMOVE</b>    | <b>Deathmove:</b> N/A           |
| <b>TEAM BONUSES</b> | <b>Team Agility +30</b>         |

Raging Rooster a.k.a. Foul Fowl (Fowlfighter)

Shadow Conductor a.k.a. Sugi (Dracky)

Gryphon General a.k.a. Gryphus (War gryphon)

Pain in the Neck a.k.a. Sippy (Dracky)

All Day Sucker a.k.a. Slurpy (Dracky)

### MATERIALISTIC

|                     |                                     |
|---------------------|-------------------------------------|
| <b>DESCRIPTION</b>  | All team members are material type. |
| <b>DEATHMOVE</b>    | N/A                                 |
| <b>TEAM BONUSES</b> | <b>Fight Extra Turn</b>             |

Bricklayer a.k.a. Brickman (Golem)

Goldbricker a.k.a. Goldman (Gold golem)

Jewel Juggler a.k.a. Jewelbag (Goodybag)

Hollow Knight a.k.a. Lonely Joe (Restless armour)

Man-eater Chest a.k.a. Snap Case (Cannibox)

Stonemason a.k.a. Stoneman (Stone golem)

Crazed Colossus a.k.a. Talos (Living statue)

Bundle of Joy a.k.a. Trick Bag (Bag o' laughs)

Member Area



## DEMENTED ELEMENTS

|                     |                                                                                                                                                                        |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DESCRIPTION</b>  | All team members are elemental type.                                                                                                                                   |
| <b>DEATHMOVE</b>    | Elemental Storm: Boosts all team members' and party members' resistance to fire- and ice-type attacks, and creates a barrier that bounces spells back at their caster. |
| <b>TEAM BONUSES</b> | N/A                                                                                                                                                                    |

### AVAILABLE TEAM MEMBERS

Cold Fire a.k.a. Blizag Jr. (Frostburn)      Living Torch a.k.a. Torchman (Dancing flame)  
 Living Flame a.k.a. Flameman (Dancing flame)  
 Big Blizzard a.k.a. Jack Frost (Frostburn)

## THE DRAG RACERS

|                     |                                   |
|---------------------|-----------------------------------|
| <b>DESCRIPTION</b>  | All team members are dragon type. |
| <b>DEATHMOVE</b>    | N/A                               |
| <b>TEAM BONUSES</b> | Team Attack +30                   |

### AVAILABLE TEAM MEMBERS

Jumbo Dilophosaur a.k.a. Frillsaur (Frou-frou)  
 Axoraptor a.k.a. Hackzilla (Hacksaurus)  
 Potty Dragon a.k.a. Potbelly (Jargon)

## FAR FROM HEAVEN

|                     |                                  |
|---------------------|----------------------------------|
| <b>DESCRIPTION</b>  | All team members are demon type. |
| <b>DEATHMOVE</b>    | N/A                              |
| <b>TEAM BONUSES</b> | Fight Extra Turn                 |

### AVAILABLE TEAM MEMBERS

Arch-archdemon a.k.a. Archfiend (Archdemon)      Nightstalker a.k.a. Nightwing (Night emperor)  
 Big Blue Bully a.k.a. Arges (Cyclops)      Troll Patroller a.k.a. Pa Troll (Boss troll)  
 Gigantes Guardsman a.k.a. Brontes (Gigantes)      Pelvic Thruster a.k.a. Salsa (Redtail hipster)  
 Femme Fatale a.k.a. Hazel (Witch)      Gigantes Gangster a.k.a. Steropes (Gigantes)  
 Bone Racer a.k.a. Jockey (Skullrider)

## JUST BEASTLY

|                     |                                  |
|---------------------|----------------------------------|
| <b>DESCRIPTION</b>  | All team members are beast type. |
| <b>DEATHMOVE</b>    | N/A                              |
| <b>TEAM BONUSES</b> | Team Attack +15                  |

### AVAILABLE TEAM MEMBERS

Loopy Lupus a.k.a. Bladewolf (Jumping jackal)      Wild Spearman a.k.a. Orcus (Orc king)  
 Buffalo Bill a.k.a. Cowboy (Bullfinch)      Ochre Ogre a.k.a. Orrid (Buffalogre)  
 Mole Major a.k.a. Doug (Mad mole)      Muscly Mohawker a.k.a. Spike (Mohawker)  
 Death Tabby a.k.a. Fat Cat (Jailcat)      Greater Sabrecat a.k.a. Spot (Great sabrecat)  
 Abominable Ape a.k.a. Klub Kong (Gorilla)

## NOT QUITE HUMAN

|                     |                                     |
|---------------------|-------------------------------------|
| <b>DESCRIPTION</b>  | All team members are humanoid type. |
| <b>DEATHMOVE</b>    | Deathmove: N/A                      |
| <b>TEAM BONUSES</b> | Team Max HP +15                     |

### AVAILABLE TEAM MEMBERS

Sharpshooter a.k.a. Archer (Bodkin bowyer)      Hooded Hacker a.k.a. Hoodwink (Hoodlum)  
 Bushwhacker a.k.a. Bush-W. (Berserker)      Mullet Mallet a.k.a. McHammer (Brownie)  
 Puppet Pugilist a.k.a. Doldrums (Puppet master)      Punchin' Judy a.k.a. Moppet (Puppeteer)  
 King of Dumbira a.k.a. Dumbking (Notso macho)      Poisonous Sniper a.k.a. Sagittari (Bodkin fletcher)  
 Fertiliser a.k.a. Faunus (Silenus)      Terror Talons a.k.a. Seasaw (Riptide)  
 Shortshooter a.k.a. Fletch (Bodkin archer)

## SLIME POWER!

|                     |                                  |
|---------------------|----------------------------------|
| <b>DESCRIPTION</b>  | All team members are slime type. |
| <b>DEATHMOVE</b>    | Deathmove: N/A                   |
| <b>TEAM BONUSES</b> | Team Max HP x2                   |

### AVAILABLE TEAM MEMBERS

Angel of Curing a.k.a. Curer (Cureslime)      Quick Silver a.k.a. Metaly (Metal slime)  
 Family Doctor a.k.a. Healer (Healslime)      Gloopy Groupie a.k.a. Slime Shady (Slime)  
 Heavy Metal a.k.a. Hev (Metal king slime)      One Knight Stand a.k.a. Slimehopper (Slime knight)  
 Slime Creator a.k.a. Hori (King slime)      Slimy Smiley a.k.a. Smiles (Slime)  
 Metal Babble a.k.a. Metabble (Liquid metal slime)      Slime Designer a.k.a. Tori (Slime)

## THE ZOMBEBOPS

|                     |                                   |
|---------------------|-----------------------------------|
| <b>DESCRIPTION</b>  | All team members are zombie type. |
| <b>DEATHMOVE</b>    | Deathmove: N/A                    |
| <b>TEAM BONUSES</b> | Team Max HP +30                   |

### AVAILABLE TEAM MEMBERS

Wight Highpriest a.k.a. Bishop (Wight priest)      Old-School Drooler a.k.a. Hork (Walking corpse)  
 Old Soldier a.k.a. Bones (Skeleton)      Headless Flailman a.k.a. Mornstar (Dullahan)  
 Fantom of Chopera a.k.a. Capers (Phantom fencer)      Man-at-Arms a.k.a. Skeledoid (Hell gladiator)  
 Occult Rider a.k.a. Deadnoble (Bone baron)



*Become a  
BradyGames®*

# Online

# M M B E R



*Membership is free, fast & easy!*

*Register this code on our web site:*

**0-7440-0583-3**

**WWW.BRADYGAMES.COM**

TAKE YOUR GAME FURTHER







## OFFICIAL STRATEGY GUIDE

© 2006 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES® Publishing

An Imprint of Pearson Education  
800 East 96th Street, Third Floor  
Indianapolis, Indiana 46240

© 2005 SQUARE ENIX CO., LTD. All Rights Reserved.

© 2004, 2005 ARMOR PROJECT/BIRD STUDIO/LEVEL-5/SQUARE ENIX All Rights Reserved. DRAGON QUEST, JOURNEY OF THE CURSED KING, SQUARE ENIX, and the SQUARE ENIX logo are trademarks of Square Enix Co., Ltd.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB

please visit [www.esrb.org](http://www.esrb.org). For permission to use the ratings icons, please contact the ESA at [esrblicenseinfo@theesa.com](mailto:esrblicenseinfo@theesa.com).

ISBN: 0-7440-0583-5

Library of Congress Catalog No.: 2005933086

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 05-1 shows that the first printing of the book occurred in 2005.

08 07 06 05

4 3 2 1

Manufactured in the United States of America.

**Limits of Liability and Disclaimer of Warranty:** THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

### ACKNOWLEDGEMENTS

Dan Birlaw would like to thank Leigh Davis and David Waybright for assigning me another great title. Thanks to Tim Cox for his work and guidance on this book. And a very special thanks to my wife Laura, who keeps so many things going while I type away and watch the world go by.

### ABOUT THE AUTHOR

Dan Birlaw is a graduate of the University of Texas. He is the author of more than forty official strategy guides for video games covering a variety of titles, including Square-Enix hits such as *Final Fantasy X-2*, *Kingdom Hearts*, and *Final Fantasy X*. He also writes fiction and non-fiction on a variety of gaming and non-gaming topics, in what little spare time he has. Please visit [www.danbirlaw.com](http://www.danbirlaw.com) on the web.

### BRADYGAMES STAFF

Publisher  
**David Waybright**  
Editor-In-Chief  
**H. Leigh Davis**  
Director of Marketing  
**Steve Escalante**  
Creative Director  
**Robin Lasek**  
Licensing Manager  
**Mike Degler**

### CREDITS

Title Manager  
**Tim Cox**  
Screenshot Editor  
**Michael Owen**  
Book Designers  
**Doug Wilkins**  
**Chris Luckenbill**  
Production Designers  
**Will Cruz**  
**Brian Brosmer**



# TREASURE CHEST & INFAMOUS MONSTER MAPS

If you're looking

to find all of the game's treasure chests and infamous monsters, then this section is for you. It is recommended that you attempt to locate all of these extra goodies on your own before using this comprehensive resource. Refer to this section only after you've exhausted all other options.

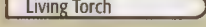
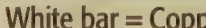
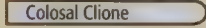
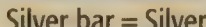
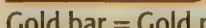
## Treasure Chest Map Legend

-  Unlocked.
-  Requires thief's key.
-  Requires magic key.
-  Requires ultimate key.



## Infamous Monster Map Legend

-  **Bones** No Condition.
-  **Fist** Must defeat Monster Arena Rank F.
-  **Fire** Must defeat Monster Arena Rank D.
-  **Map** Must defeat Monster Arena Rank B.

-  Only found at nighttime.
-  Only found during daytime.
-  **Living Torch**
-  White bar = Copper monster coin
-  **Colossal Clione**
-  Silver bar = Silver monster coin
-  **Killer Director**
-  Gold bar = Gold monster coin



# ZOOM MAP

Both Angelo and the Hero can acquire the Zoom spell. Zoom enables the party to return instantly to certain places they have visited before. The map illustrates the locations you can Zoom to when the spell is used.

 Zoom locations







**Bones**  
Old Soldier

**Man-At-Arms**  
Man-At-Arms

**Stonemason**  
Stonemason

**Shadow Conductor**  
Shadow Conductor

**Pa Troll**  
Troll Patroller

**Faunus**  
Fertiliser

**Foul Fowl**  
Raging Rooster

**Klub Kong**  
Abominable Ape

**Slurpy**  
All Day Sucker

**Trick Bag**  
Bundle of Joy

**Living Torch**  
Living Torch

**Bone Rider**  
Bone Rider

**Loopy Lupus**  
Loopy Lupus

**Occult Rider**  
Occult Rider

**Attack Bot Mk II**  
Attack Bot Mk II

**Roborg**  
Roboter Mk I

**Big Blizzard**  
Big Blizzard

**Blizag Jr.**  
Cold Fire

**Slime Shady**  
Gloopy Groupie

**Orion**  
Wild Spearman

**Slime Creator**  
Slime Creator

**Dumb King**  
King of Dumbira

**Hoodwink**  
Hooded Hacker

**Big Al**  
Al Gee

**Octavian**  
Octavius Maximus

**Flameman**  
Living Flame

**Drontes**  
Gigantes Guardsman

**Killer Director**  
Killer Director

**Clio**  
Colossal Clione

**Slime Designer**  
Slime Designer

**Shadow Conductor**  
Shadow Conductor

**Angel of Curing**  
Angel of Curing

**Sagittari**  
Poisonous Sniper

**Potbelly**  
Potty Dragon

**Gigantes Gangster**  
Gigantes Gangster

**Jewelbag**  
Jewel Juggler

**Metal Babble**  
Metal Babble

**Lonely Joe**  
Hollow Knight

**Golubrick**  
Golubrick

**Talos**  
Crazed Colossus

**Puppet Jugglist**  
Puppet Jugglist

**Ochre Ogre**  
Ochre Ogre

**Metal Babble**  
Metal Babble

**Fletch**  
Shortshooter

**Moppet**  
Punchin' Judy

**Snap Case**  
Man-Eater Chest

**Slimy Smiley**  
Slimy Smiley

**Pain in the Neck**  
Pain in the Neck

**McHammer**  
Mullet Mallet

**Brickman**  
Bricklayer

**Archer**  
Sharpshooter

**Twigg**  
Root of Evil

**Archfiend**  
Arch-Archdemon

**Hork**  
Old-School Drooler

**Hazel**  
Femme Fatale

**Muscly Mohawker**  
Muscly Mohawker

**Death Tabby**  
Death Tabby

**Nightwing**  
Nightstalker

**Scorpius**  
Sand Slayer

**Hackzilla**  
Axoraptor

**Seasaw**  
Terror Talons

**Slimehopper**  
One Knight Stand

**Mechabubo**  
Automaton Aviator

**Quick Silver**  
Quick Silver

**Cowboy**  
Buffalo Bill

**Healer**  
Family Doctor

**Doug**  
Mole Major

**Fantom of Chopera**  
Fantom of Chopera

**Robster**  
Little Nipper

**Bushwhacker**  
Bushwhacker

**Killer Director**  
Killer Director

**Salsa**  
Pelvic Thruster

**Squiggles**  
Squiggly Squiggler





World of Darkness

"Uncharted Island"  



# ABILITIES

## AXE ABILITIES

| Name           | Used By | MP Cost | Description                                                                         |
|----------------|---------|---------|-------------------------------------------------------------------------------------|
| Helm Splitter  | Yangus  | 0       | A skull-splitting smash that lowers an opponent's defence as it inflicts damage.    |
| Hatchet Man    | Yangus  | 3       | An unpredictable attack that can slay an enemy with a single blow...if it connects. |
| Parallax       | Yangus  | 2       | A focused strike capable of occasionally paralysing an enemy.                       |
| Axes of Evil   | Yangus  | 0       | Generates a vortex from your axe blade that chews into a group of enemies.          |
| Executioner    | Yangus  | 3       | A powerful roundhouse strike that fells an opponent in one blow if it hits.         |
| Typhoeus' Maul | Yangus  | 6       | An ancient axe technique that works wonders on monsters of the beast family.        |

## BOOMERANG ABILITIES

| Name              | Used By | MP Cost | Description                                                                        |
|-------------------|---------|---------|------------------------------------------------------------------------------------|
| Crosscutter Throw | Hero    | 2       | Traces an X in the air as it ploughs into the enemy.                               |
| Power Throw       | Hero    | 4       | A full-force throw that damages all enemies equally.                               |
| Firebird Throw    | Hero    | 6       | Transforms your boomerang into a firebird that incinerates your enemies.           |
| Super Throw       | Hero    | 4       | A fearsome attack that uses all your strength to cause extreme damage to all foes. |
| Starburst Throw   | Hero    | 8       | Bathes all enemies in a shower of burning light.                                   |
| Gigathrow         | Hero    | 15      | Pulverises a single enemy with the force of a thunderbolt.                         |

## BOW ABILITIES

| Name            | Used By | MP Cost | Description                                                                      |
|-----------------|---------|---------|----------------------------------------------------------------------------------|
| Sandman's Arrow | Angelo  | 2       | A magical arrow capable of putting a single enemy to sleep.                      |
| Cherub's Arrow  | Angelo  | 0       | A secret bow technique that regenerates your own MP.                             |
| Needle Shot     | Angelo  | 1       | Capable of felling an enemy instantaneously if a vital area is hit.              |
| Multishot       | Angelo  | 4       | A hail of blows directed randomly against one or more enemies.                   |
| Seraph's Arrow  | Angelo  | 0       | A secret technique that recovers even more MP than Cherub's Arrow.               |
| Shining Shot    | Angelo  | 10      | An arrow attack that bathes all enemies in a destructive magical light.          |
| Needle Rain     | Angelo  | 1       | A rain of arrows that can occasionally obliterate all enemies in a single salvo. |

## CHARISMA ABILITIES

| Name              | Used By | MP Cost | Description                                                               |
|-------------------|---------|---------|---------------------------------------------------------------------------|
| Sarcastic Snigger | Angelo  | 3       | Reduces a single enemy's tension by one level.                            |
| Angel Eyes        | Angelo  | 4       | A powerful glance capable of paralysing a single enemy.                   |
| Chilling Chuckle  | Angelo  | 3       | Reduces the tension of an entire group of enemies by a degree.            |
| Charming Look     | Angelo  | 4       | A glance so powerfully captivating that it burns all enemies in its path. |

## CLUB ABILITIES

| Name           | Used By | MP Cost | Description                                                                   |
|----------------|---------|---------|-------------------------------------------------------------------------------|
| Heart Breaker  | Yangus  | 2       | An attack that occasionally causes the target to miss a turn.                 |
| Penny Pincher  | Yangus  | 2       | A special technique that steals gold coins from an enemy.                     |
| Monster Masher | Yangus  | 3       | A powerful smash that works wonders on monsters of the material family.       |
| Mind Breaker   | Yangus  | 2       | A superior club attack that dominates foes and renders them unable to attack. |
| Gold Rush      | Yangus  | 2       | A powerful strike that steals an opponent's gold coins as it inflicts damage. |
| Devil Crusher  | Yangus  | 5       | An esoteric club technique effective on demon and material family monsters.   |

## FISTICUFFS ABILITIES

| Name               | Used By               | MP Cost | Description                                                                        |
|--------------------|-----------------------|---------|------------------------------------------------------------------------------------|
| Stones' Throw      | Hero, Jessica         | 0       | Hurls rocks at a single group of enemies.                                          |
| Knuckle Sandwich   | Hero, Yangus, Angelo  | 2       | A powerfully focused and damaging bare-fisted strike.                              |
| Defending Champion | Hero, Angelo          | 0       | A defensive ability that greatly reduces the damage inflicted by physical attacks. |
| Harvest Moon       | Jessica, Angelo       | 6       | Pummel all enemies with a chain of cartwheels and backflips.                       |
| Thin Air           | Hero, Yangus, Jessica | 2       | Generates a powerful vacuum-vortex that slices all enemies to ribbons.             |
| Multifists         | Hero, Yangus          | 0       | A vicious four-hit strike on a random enemy.                                       |
| Boulder Toss       | Hero, Yangus          | 4       | Showers all enemies with enormous boulders.                                        |
| Miracle Moon       | Angelo                | 6       | A miraculous technique that pummels all enemies while regenerating your own HP.    |

## HUMANITY ABILITIES

| Name             | Used By | MP Cost | Description                                                       |
|------------------|---------|---------|-------------------------------------------------------------------|
| Warcry           | Yangus  | 0       | A hideous battle cry that paralyses a group of enemies with fear. |
| Underpants Dance | Yangus  | 0       | Paralyses all enemies with embarrassment.                         |
| Golden Oldies    | Yangus  | 15      | A multi-hit battle royale from King Trode and friends.            |

## KNIFE ABILITIES

| Name            | Used By | MP Cost | Description                                                                           |
|-----------------|---------|---------|---------------------------------------------------------------------------------------|
| Toxic Dagger    | Jessica | 3       | A knife-fighting technique that envenomates a single enemy.                           |
| Assassin's Stab | Jessica | 8       | A fearsome technique that fells an opponent instantly by attacking their vital parts. |
| Toxic Sword     | Jessica | 3       | A sword-fighting technique which envenomates an enemy with each strike.               |
| Sudden Death    | Jessica | 8       | A fatal flash that strikes down an enemy like a bolt out of the blue.                 |

## SCYTHE ABILITIES

| Name                   | Used By | MP Cost | Description                                                                    |
|------------------------|---------|---------|--------------------------------------------------------------------------------|
| Steal Sickle           | Yangus  | 0       | Occasionally enables you to steal items from those you slash.                  |
| Wind Sickles           | Yangus  | 0       | Sends a whirlwind of sickles pirouetting into the enemy.                       |
| Grim Reaper            | Yangus  | 3       | A swing of Death's scythe that can instantly kill one or more foes in a group. |
| Stainless Steal Sickle | Yangus  | 0       | An improved version of the Steal Sickle attack technique.                      |
| Grimmer Reaper         | Yangus  | 3       | The aura of Death incarnate annihilates the living and obliterates the undead. |
| Big Banga              | Yangus  | 30      | An enormous explosion that consumes everything in its path.                    |

## SEX APPEAL ABILITIES

| Name         | Used By | MP Cost | Description                                                                 |
|--------------|---------|---------|-----------------------------------------------------------------------------|
| Blow Kiss    | Jessica | 0       | A special kiss that can temporarily prevent enemies from attacking.         |
| Puff-Puff    | Jessica | 0       | Charms and excites an enemy into paralysed submission.                      |
| Hip Drop     | Jessica | 0       | Pelvic punishment! Curvaceous hips equal big damage.                        |
| Sexy Beam    | Jessica | 3       | Focus the power of passion into a beam that sows destruction and confusion. |
| Pink Typhoon | Jessica | 5       | A sudden typhoon that rips a group of enemies into ribbons.                 |
| Hustle Dance | Jessica | 0       | Restores at least 70 HP to all party members.                               |

## SPEAR ABILITIES

| Name             | Used By | MP Cost | Description                                                           |
|------------------|---------|---------|-----------------------------------------------------------------------|
| Mercurial Thrust | Hero    | 0       | A lightning-fast thrust.                                              |
| Thunder Thrust   | Hero    | 3       | Difficult to perform, but has a high chance of doing critical damage. |
| Multithrust      | Hero    | 4       | A flurry of repeated thrusts that can pierce multiple enemies.        |
| Clean Sweep      | Hero    | 0       | Drives back a group of enemies with a sweep of the spear.             |
| Lightning Thrust | Hero    | 3       | Lands a critical hit when it connects.                                |
| Lightning Storm  | Hero    | 25      | Strikes down all enemies with mighty thunderbolts.                    |

## STAFF ABILITIES

| Name     | Used By         | MP Cost | Description                                                           |
|----------|-----------------|---------|-----------------------------------------------------------------------|
| Caduceus | Jessica, Angelo | 0       | A blessing from the heavens that restores a single party member's HP. |

## SWORD ABILITIES

| Name            | Used By      | MP Cost | Description                                                                     |
|-----------------|--------------|---------|---------------------------------------------------------------------------------|
| Dragon Slash    | Hero         | 0       | An attack that causes heavy damage to dragons.                                  |
| Flame Slash     | Hero, Angelo | 0       | Channels the power of a raging fire into the blade of your sword.               |
| Metal Slash     | Hero, Angelo | 0       | An attack that can damage enemies with metal bodies.                            |
| Falcon Slash    | Hero, Angelo | 0       | A double slicing attack, faster than a falcon on the wing.                      |
| Miracle Slash   | Hero, Angelo | 4       | A secret sword technique that heals your own wounds each time you strike a foe. |
| Lightning Storm | Angelo       | 25      | Strikes down all enemies with mighty thunderbolts.                              |
| Gigaslash       | Hero         | 20      | A legendary sword technique for cutting down a group of enemies.                |

## WHIP ABILITIES

| Name             | Used By | MP Cost | Description                                                                         |
|------------------|---------|---------|-------------------------------------------------------------------------------------|
| Whiplash         | Jessica | 4       | A paralysing crack of the whip.                                                     |
| Twin Dragon Lash | Jessica | 3       | A double-strike that lashes a random group of enemies.                              |
| Lady's Thong     | Jessica | 2       | A secret whip technique that steals HP as it damages an enemy.                      |
| Lashings of Love | Jessica | 4       | Harness your inner passion to paralyse enemies.                                     |
| Queen's Thong    | Jessica | 2       | A fearsome attack that steals the HP of a group of enemies.                         |
| Serpent's Bite   | Jessica | 8       | A technique that transforms your whip into a snake that attacks a group of enemies. |

## OTHER ABILITIES

| Name      | Used By | MP Cost | Description                                                        |
|-----------|---------|---------|--------------------------------------------------------------------|
| Call Team | Hero    | 10      | Call up your personal monster team.                                |
| Gigagash  | Hero    | 20      | The ultimate sword technique. Utterly destroys a group of enemies. |



# SPELLS

## COMBAT SPELLS

| Name                | Used By         | MP Cost                                 | Description                                                                          |
|---------------------|-----------------|-----------------------------------------|--------------------------------------------------------------------------------------|
| Accelerate          | Jessica         | 3                                       | Raises the agility of all party members.                                             |
| Ban Dance           | Angelo          | 4                                       | Stop one group of enemies from dancing for several turns.                            |
| Bang                | Jessica         | 5                                       | Damages all enemies with a small explosion.                                          |
| Boom                | Jessica         | 8                                       | Engulfs all enemies in a large explosion.                                            |
| Kaboom              | Jessica         | 15                                      | Blasts all enemies with an incredibly violent explosion.                             |
| Bounce              | Jessica, Angelo | 4                                       | Forms a protective barrier that reflects the enemy's and party's spells alike.       |
| Buff                | Angelo          | 2                                       | Raises the defence of a single party member.                                         |
| Kabuff              | Yangus, Angelo  | 3                                       | Raises the defence of all party members.                                             |
| Crack               | Jessica         | 3                                       | Pierces a single enemy with razor-sharp icicles.                                     |
| Crackle             | Jessica         | 5                                       | Rips into a group of enemies with sharp icicles.                                     |
| Kacrackle           | Jessica         | 12                                      | Skewers all enemies with a hail of sharp icicles.                                    |
| Dazzle              | Angelo          | 5                                       | Envelops a group of enemies in illusions.                                            |
| Divine Intervention | Angelo          | 4                                       | Reduces a group of enemies' resistance to magical attacks.                           |
| Drain Magic         | Angelo          | 0                                       | Steals MP from a single enemy.                                                       |
| Fizzle              | Hero, Angelo    | 3                                       | Prevents a group of enemies from using magic.                                        |
| Frizz               | Jessica         | 2                                       | Singes a single enemy with a small fireball.                                         |
| Frizzle             | Jessica         | 4                                       | Burns a single enemy with a large fireball.                                          |
| Kafrizzle           | Jessica         | 10                                      | Incinerates a single enemy with an enormous fireball.                                |
| Fuddle              | Jessica, Angelo | 5                                       | Sends a group of enemies into confusion.                                             |
| Kafuddle            | Angelo          | 10                                      | Confuses all enemies.                                                                |
| Insulate            | Jessica         | 3                                       | Forms a barrier that protects all party members from fire- or ice-based attacks.     |
| Kamikazee           | Hero            | 1                                       | Sacrifices your own life to destroy all enemies.                                     |
| Magic Barrier       | Jessica         | 3                                       | Forms a protective barrier that reduces the effectiveness of foes' offensive spells. |
| Magic Burst         | Jessica         | All remaining MP<br>(requires min 1 MP) | Unleashes all remaining magic power in a fearsome explosion.                         |
| Oomph               | Jessica, Angelo | 6                                       | Increases the attack of a single party member.                                       |
| Sap                 | Jessica         | 3                                       | Reduces the defence of a single enemy.                                               |
| Kasap               | Jessica         | 4                                       | Reduces the defence of a group of enemies.                                           |
| Share Magic         | Yangus          | 0                                       | Shares some of your MP with an ally.                                                 |
| Sizz                | Hero, Jessica   | 4                                       | Singes a group of enemies with a blazing fire.                                       |
| Sizzle              | Hero, Jessica   | 6                                       | Burns a group of enemies with a blazing wall of fire.                                |
| Kasizzle            | Hero, Jessica   | 10                                      | Scorches a group of enemies with the blazing flames of the underworld.               |
| Snooze              | Jessica         | 3                                       | Puts a group of enemies to sleep.                                                    |
| Kasnooze            | Jessica         | 8                                       | Puts a group of enemies into a deep sleep.                                           |
| Pearly Gates        | Angelo          | 20                                      | Opens heaven's door to baptise a group of foes with sacred light.                    |
| Whack               | Angelo          | 4                                       | A cursed incantation that sends an enemy to the hereafter.                           |
| Thwack              | Angelo          | 7                                       | A cursed incantation that sends a group of enemies to the hereafter.                 |
| Kathwack            | Angelo          | 15                                      | A cursed incantation that sends all enemies to the hereafter.                        |
| Woosh               | Angelo          | 2                                       | Slices through a group of enemies with a small whirlwind.                            |
| Swoosh              | Angelo          | 4                                       | Slices through a group of enemies with a powerful whirlwind.                         |
| Kaswoosh            | Angelo          | 8                                       | Slices through a group of enemies with a ferociously destructive whirlwind.          |
| Zap                 | Hero            | 6                                       | Calls down lightning on all enemies.                                                 |
| Kazap               | Hero            | 15                                      | Calls down powerful thunderbolts on a group of enemies.                              |

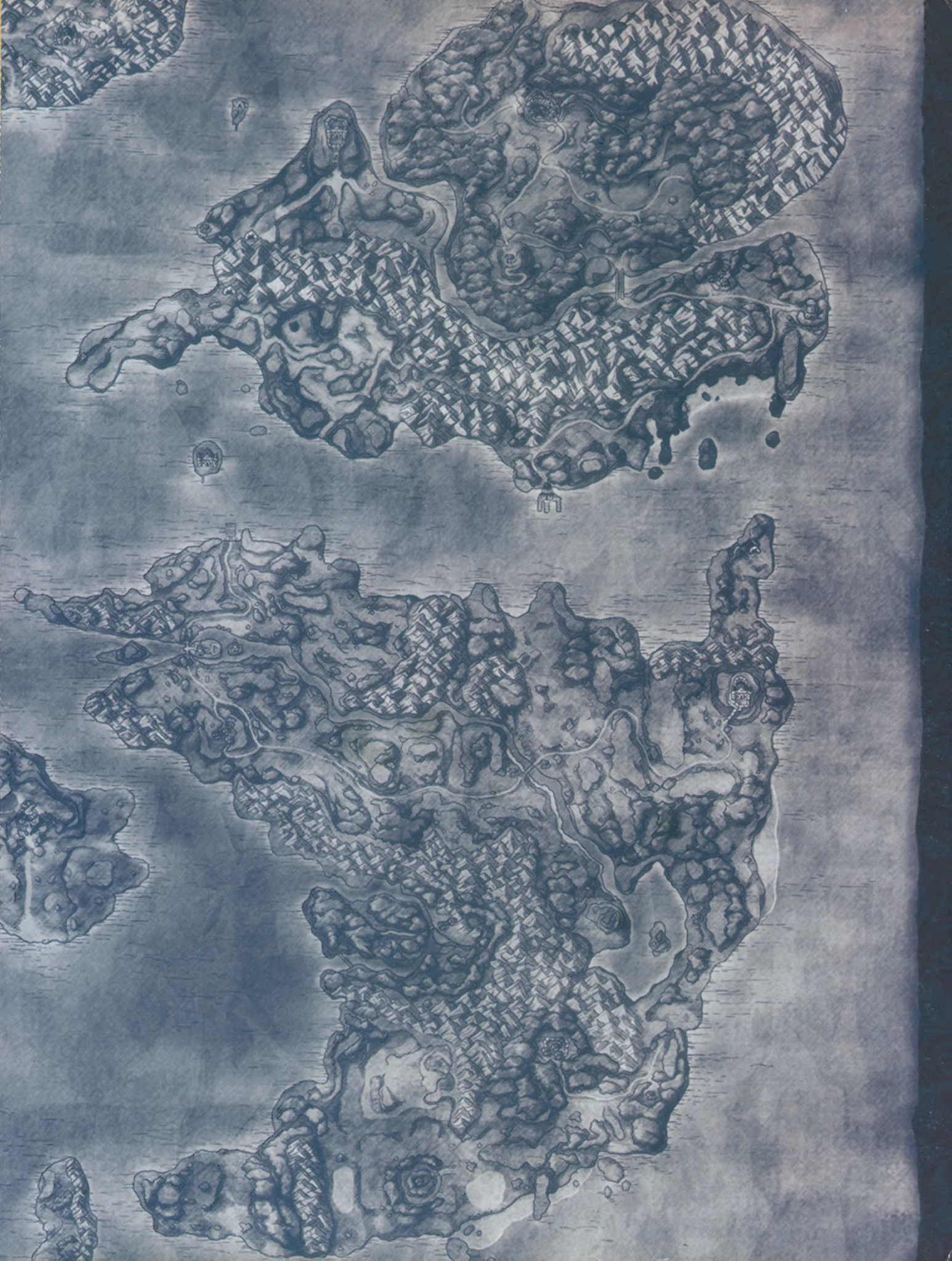
## RECOVERY SPELLS

| Name      | Used By              | MP Cost                             | Description                                                    |
|-----------|----------------------|-------------------------------------|----------------------------------------------------------------|
| Kerplunk  | Yangus               | All remaining MP<br>(requires 1 MP) | Sacrifice your own life to resurrect all other party members.  |
| Heal      | Hero, Yangus, Angelo | 2                                   | Restores at least 30 HP to a single ally.                      |
| Midheal   | Hero, Yangus, Angelo | 3                                   | Restores at least 75 HP to a single ally.                      |
| Fullheal  | Hero, Angelo         | 6                                   | Restores all HP to a single ally.                              |
| Multiheal | Angelo               | 10                                  | Restores at least 100 HP to all party members.                 |
| Omniheal  | Hero                 | 36                                  | Restores all HP to all party members.                          |
| Squelch   | Hero, Angelo         | 2                                   | Cures a single ally of the effects of poison.                  |
| Tingle    | Hero, Angelo         | 2                                   | Cures all party members of the effects of sleep and paralysis. |
| Zing      | Hero, Angelo         | 8                                   | Resurrects a fallen ally with a 50% success rate.              |
| Kazing    | Jessica, Angelo      | 15                                  | Resurrects a fallen ally.                                      |

## FIELD SPELLS

| Name              | Used By       | MP Cost | Description                                                               |
|-------------------|---------------|---------|---------------------------------------------------------------------------|
| Evac              | Hero, Jessica | 2       | Allows you to exit instantly from dungeons, caves, and towers.            |
| Holy Protection   | Hero          | 4       | Generates a holy aura that causes weaker monsters to avoid your party.    |
| Nose for Treasure | Yangus        | 0       | Instantly reports the number of nearby treasures.                         |
| Padfoot           | Yangus        | 4       | A secret technique for disguising your presence so as to avoid monsters.  |
| Whistle           | Yangus        | 0       | Summons monsters with a whistle.                                          |
| Zoom              | Hero, Angelo  | 1       | Allows you to return instantly to certain places you have visited before. |









# A HERO. A QUEST. AN EPIC ADVENTURE.



Every Ability



Every Side Quest



Every Spell



## Master Every Spell & Ability

Enhance your characters' combat potential by mastering every spell and ability in the game.

## Character Info

Complete rundown of each character's spells and abilities.

## Bestiary

Detailed statistical information for each of the game's 260 normal enemies.

## Uncover Side Quests

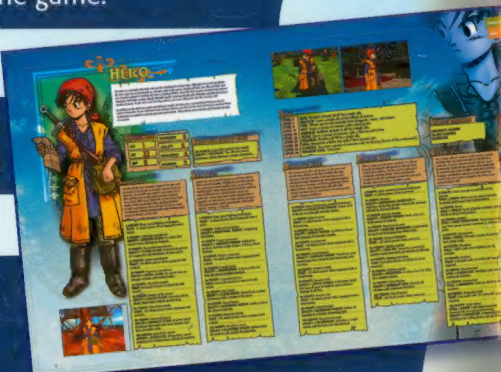
Mini medals, casino games, the Monster Arena, and Dodgy Dave's Black Market. Complete coverage on all these cool diversions and more!

## Atlas

Area maps reveal treasure chest locations and every infamous monster. Plus, complete shop lists and available items in each area.

## Item Lists

Exhaustive statistical coverage of every item, weapon, and accessory in the game.



## Exclusive Foldout!

Uncover tons of hidden treasure chests. Find and fight the infamous monsters.



www.bradygames.com

SQUARE ENIX

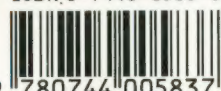
www.square-enix.com

Dragon Quest™ VIII Official Strategy Guide by Dan Birlaw and Casey Loe

\$17.99 USA/\$24.99 CAN

For Sale in USA and Canada Only

ISBN 0-7440-0583-3



5 1799



2



Made with love by

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [retromags.com](http://retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!